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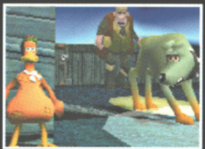

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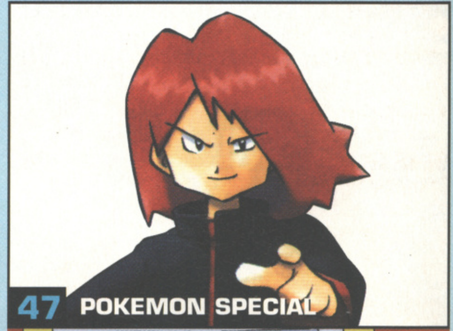
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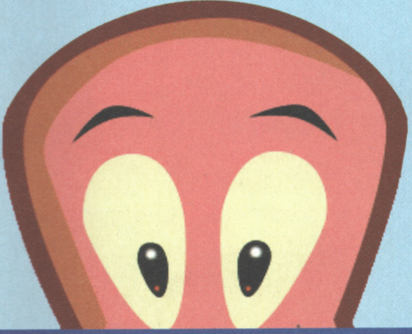

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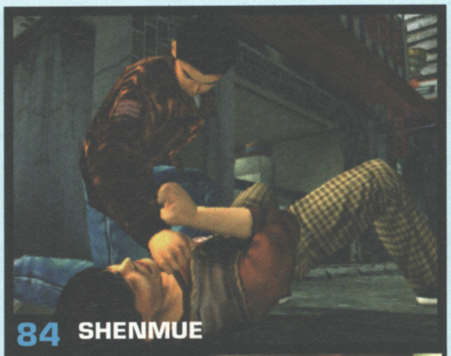

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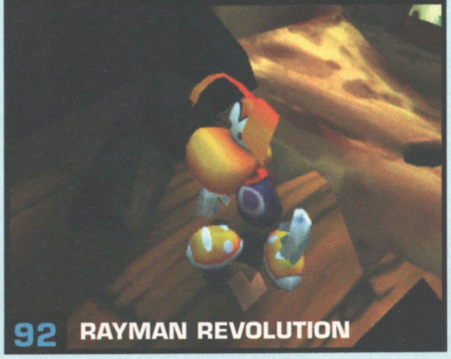

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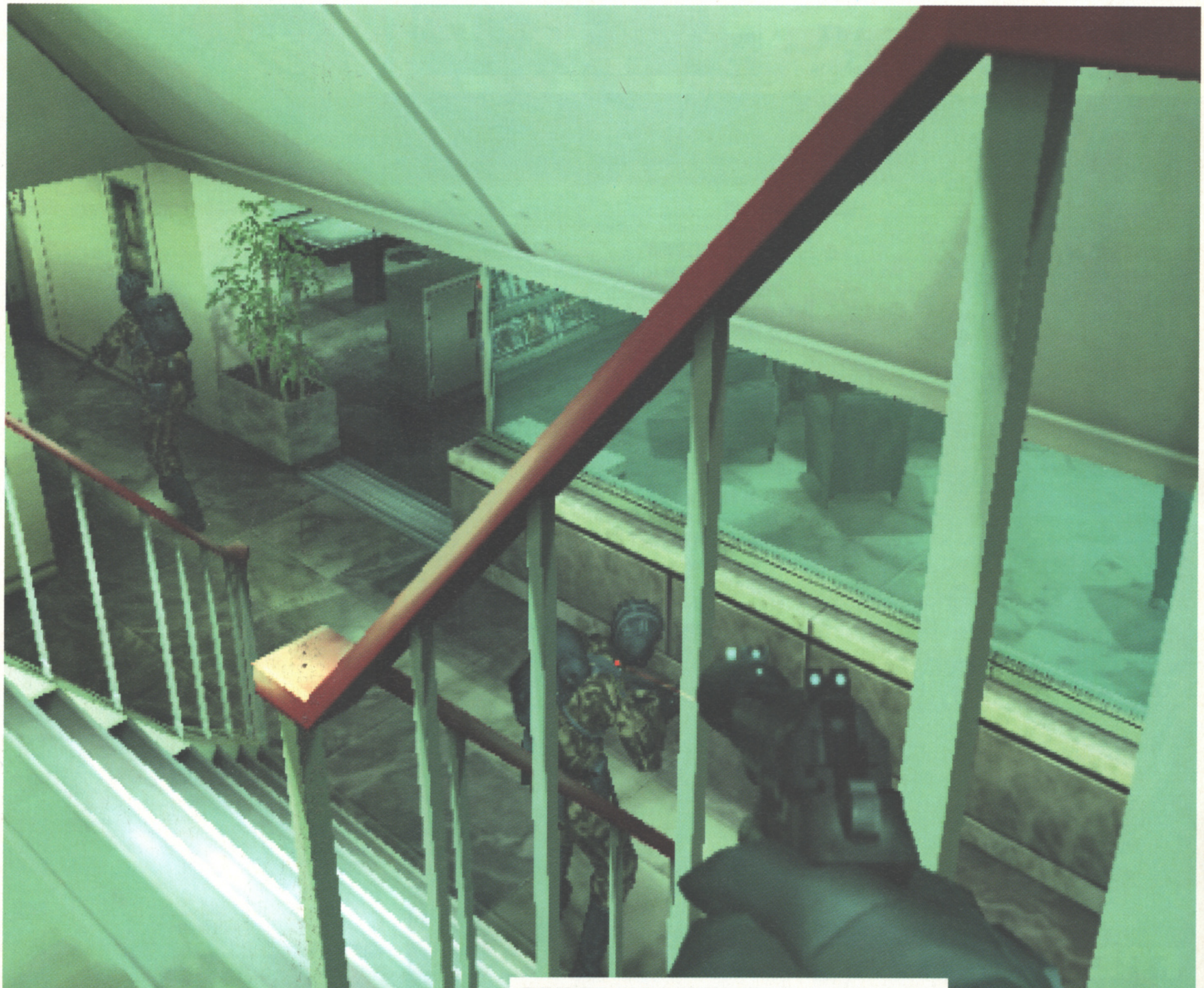
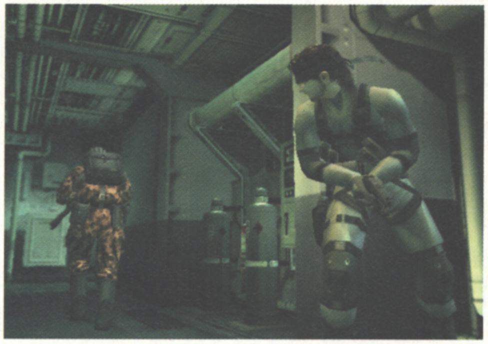


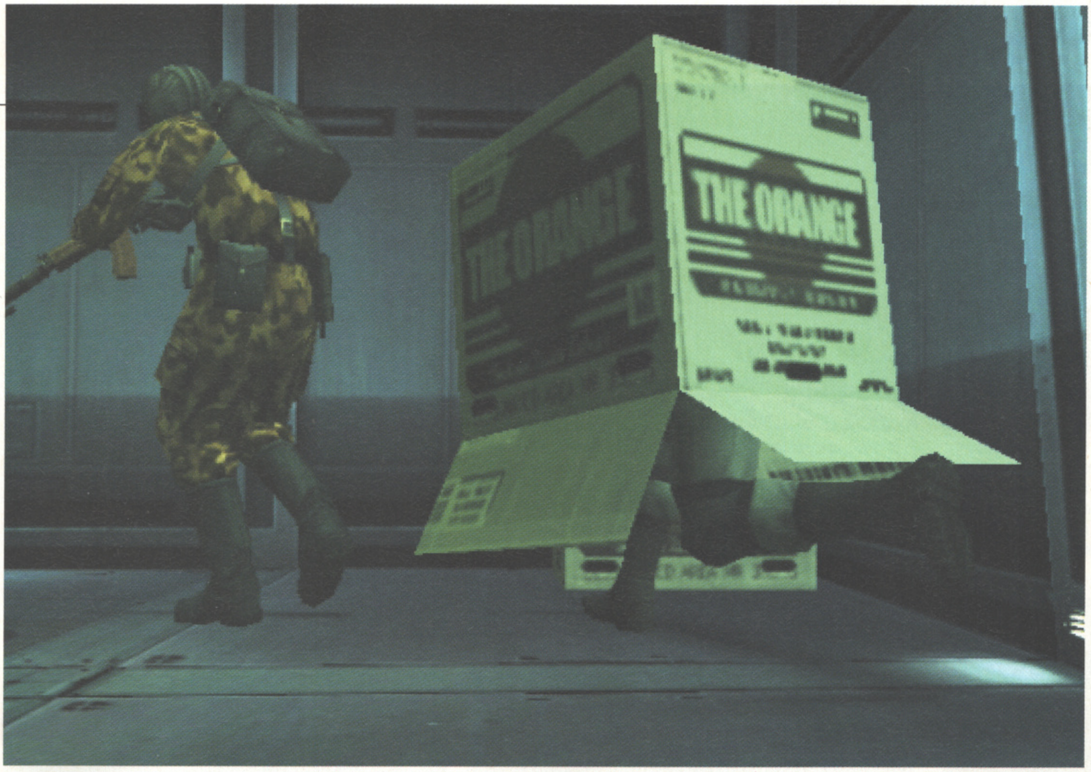
METAL GEAR SOLID 2: SONS OF LIBERTY

*OUT***TBC** *PLATFORM***PS2**

One of the biggest reasons why you needn't be embarrassed about having your PS2 so early is that we all know this baby is coming. It's like waiting for the next Star Wars movie - it's that big. Just look at these amazing new visuals, the wicked first-person shooting mode, the obvious stealth elements, the lush locations. This is surely going to be the biggest game for years to come, a real benchmark. It'll outperform any movie that dares to come out at the same time. So come on Konami, put us out of our misery, hurry up and release *ZOE* so we can get our hands on the *MGS2* demo

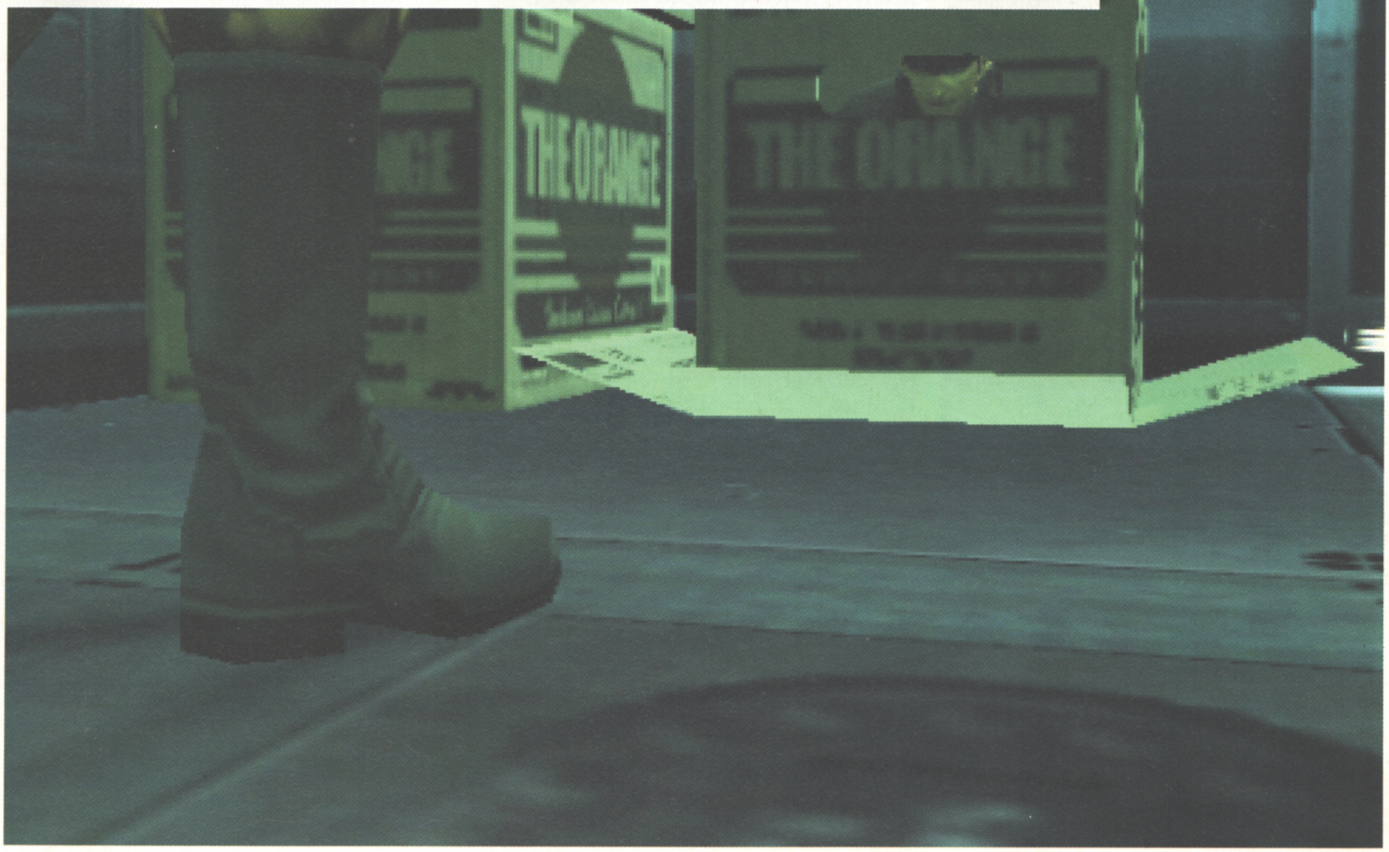


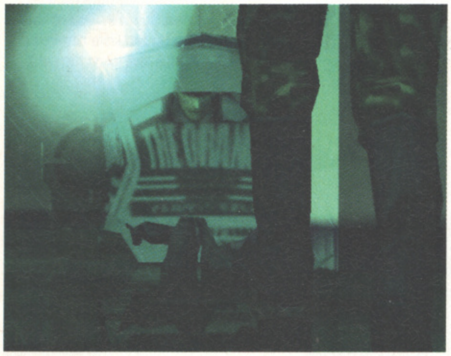
Creeping up on vicious terrorists is one thing - but choosing how exactly you get past them is something else. Do you hide and wait for them to go about their business, engage them in a firefight or blow up those gas canisters to watch them die in the ensuing blast. Oh decisions, decisions



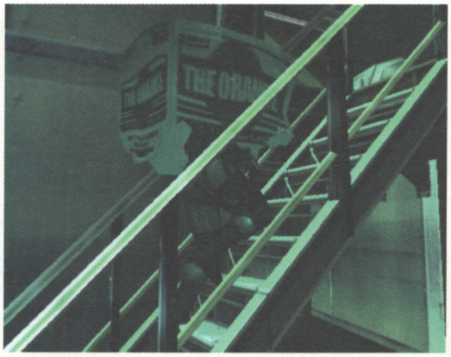
Now that doesn't look in the least bit dodgy. A big Orange box walking along behind a guard. Do you really think you'll get away with that if he turns around or hears you? But just think how stupid he'll feel when you pop up and knife him in the ribs - who'll have the last laugh then eh?

One of the finest moments of the original *MGS* makes its long-awaited return in the PS2 sequel. The old 'hide under a cardboard box and hope they think it doesn't look suspicious' routine. The guards are smart though, so if they see you, then lose sight of you and see the box, they will investigate it anyway. And if they find you - you're dead. Move when they are near you and you will feel the painful end of their machine-guns in an instant

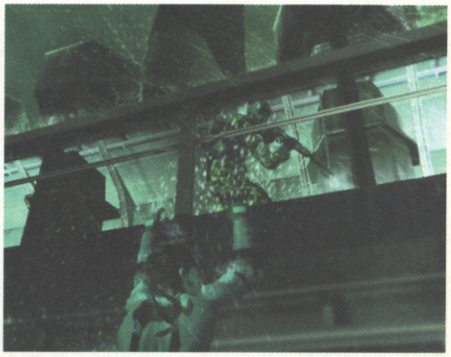




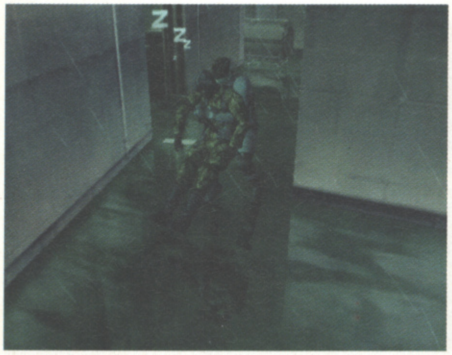
Setting a devious man-trap and then luring a terrorist guard towards it is a good strategy, providing he doesn't suss that it is you in the box and the thing on the floor in front of him probably isn't good for his health. Well, terrorists do find it hard to get good health insurance from anyone, particularly with top agents like you constantly shooting them in the face. It's a dangerous job



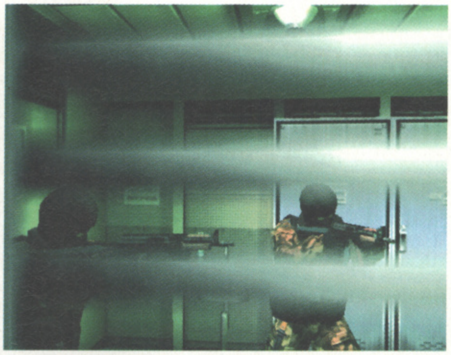
Hiding in a box you can get away with. Moving when you are in a box you can just about get away with if you are careful. But even the dumbest of dumbass guards would find it hard not to notice a seemingly lifeless cardboard box climbing some stairs. Especially one with legs. And even if a guard doesn't see it, this little trick won't fool the security cameras



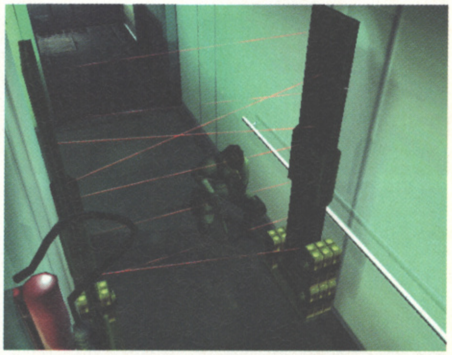
Check this out - clinging by the tips of your fingers to avoid detection while a guard searches for you. If you're quick, you can flip over the barrier and choke him out before he raises the alarm. One slip though and Solid Snake's mission is over as he hits the deck below at high speed. And that driving rain - it's enough to give anyone a cold. But if Snake sneezes, everyone would hear it



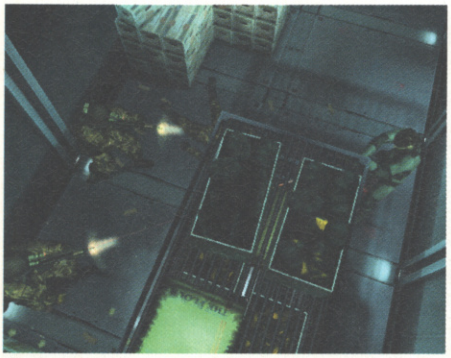
Shooting guards is noisy and risky. You can use tranquilisers to put 'em to Zzzleep - then all you have to worry about is where to stuff the body until they come around. Sticking them in storage lockers is always good for a laugh, as they get confused when they wake up. However, you move slower when you're dragging one of these guys around, so if a patrol comes near you'll find it hard to escape



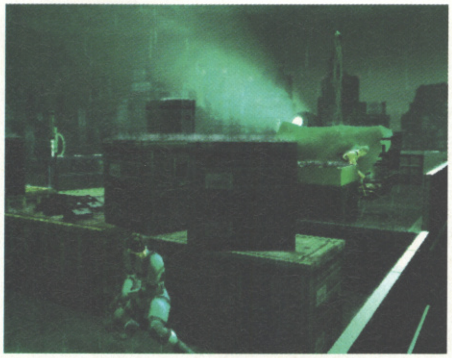
Lockers can be used for more than hiding the sleeping bodies of terrorists. You can also get your own arse in there when you have nowhere else to hide. Hold your breath as you look through the grates. These tension-building plot devices should leave you on the edge of your seat and help create one of the finest atmospheres you'll experience in a PlayStation 2 game for years to come



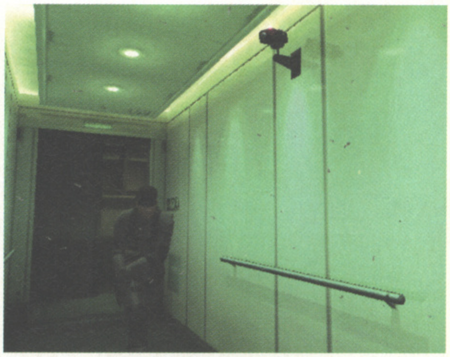
You're not the only one who can lay traps. The terrorists obviously have something to hide down this corridor and don't want you to get to it, hence this laser trap. Can you crawl under it or disarm it and will you even notice it without the aid of special goggles? So now you know you won't be able to just run around everywhere, you will have to think about every single move you make



Running battles will prove your undoing unless you manage to find cover like these storage racks. To get to you these guards will have to shoot stuff off the shelves, giving you the chance to get in a better position to blow them away. At least you know they will have the good grace to throw down their weapons as they die, giving you some beefier firepower for your next fight. Just check out the muzzle flashes on those weapons



After waiting outside Poole harbour overnight, frustrated Channel ferry passengers kept themselves amused during the recent bad weather with shootouts on deck. Actually, this is a boss battle, where you work out your opponent's tactics before you can inflict damage. And if you remember the likes of Psycho Mantis from the first game, you can bet that these guys will have some pretty sneaky routines to inflict maximum damage on poor old Snake

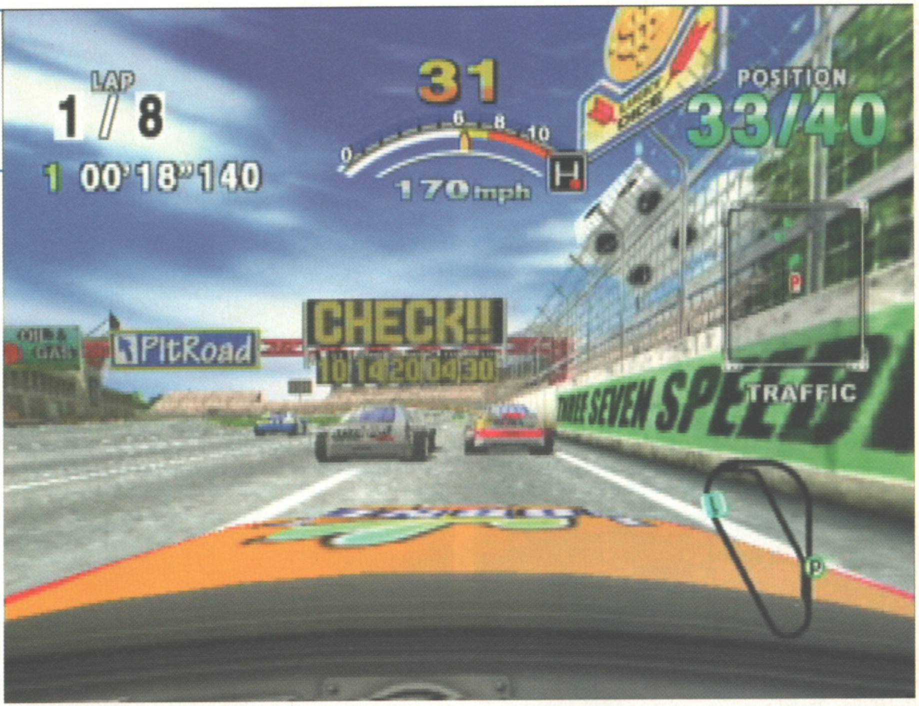


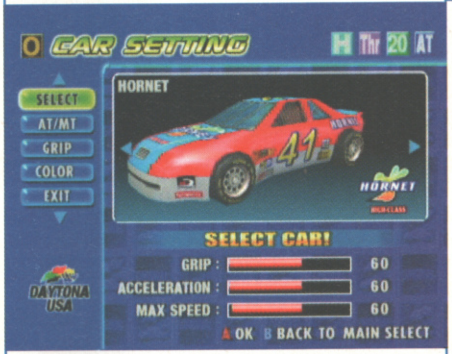
This just doesn't seem fair. Not only do you have to put up with vigilant guards and booby traps all over the place, they also have spy cameras tracking most of the important areas of the ship. You will have to work out the safest time to move to avoid being detected or all hell breaks loose when the alarm is raised. Stun grenades will put them out of action for a short while, but will someone notice that?

DAYTONA USA

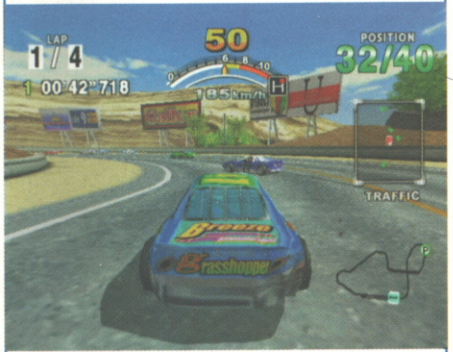
*OUT*EASTER **2001***PLATFORM***DREAMCAST**

Every Sega fan's favourite racing game finally comes home to Dreamcast. It's promising to be an arcade perfect conversion, so in other words it won't look totally fantastic but at least it should play like a fuel-injected dream

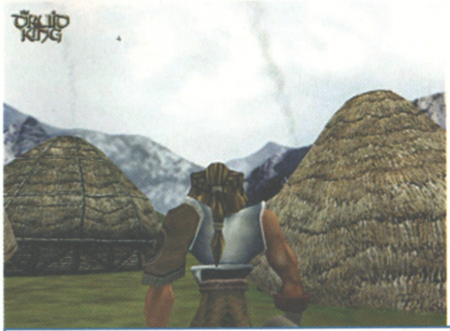




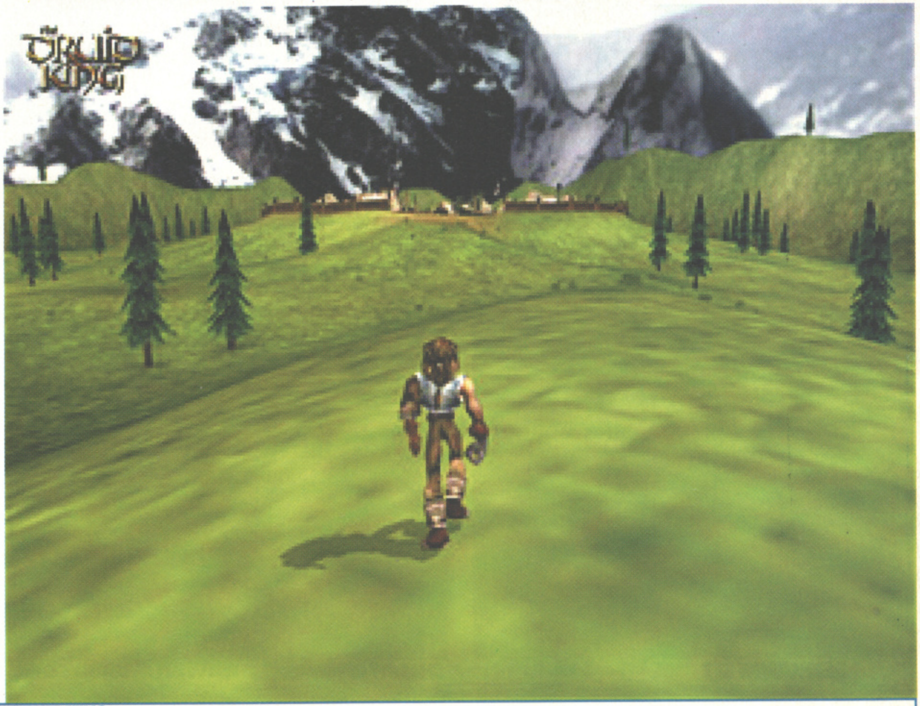
But wait, it gets better. You'll be able to race with up to seven - yes, that's not a typo - seven opponents over the internet in some potentially awesome multiplayer action



With the emphasis on huge power-slides and nudging the other cars out of the way rather than technical driving ability, *Daytona* is going to score big with those who prefer instant playability and gratification to actually having to learn how to drive to play a game. But hey, it's an *arcade* perfect conversion



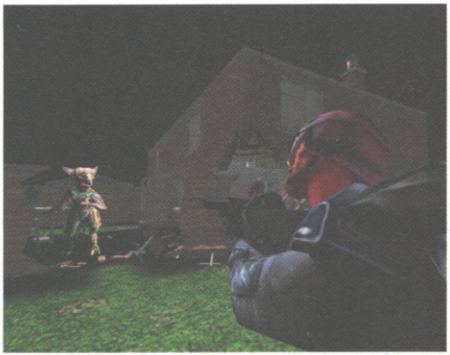
The environments are massive and the New Zealand coders are designing a battle system that will always keep you in the thick of the action. No running away like a wuss then? They are still looking for a pubisher, so come on guys - snap this one up



DRUID KING

*OUT***2002** *PLATFORM***PS2/XBOX**

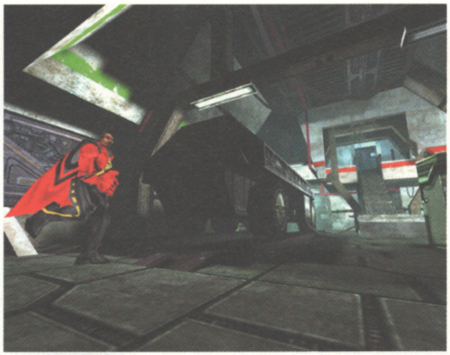
Based on the struggle between Gallic king Vercingetorix and Julius Caesar 2,000 years ago (which Asterix comic book fans will know all about), new developers Sidhe are launching into the next generation with this third-person action adventure. And we're rather intrigued



THE DREAMLAND CHRONICLES: FREEDOM RIDGE

OUT**2001** PLATFORM**PS2**

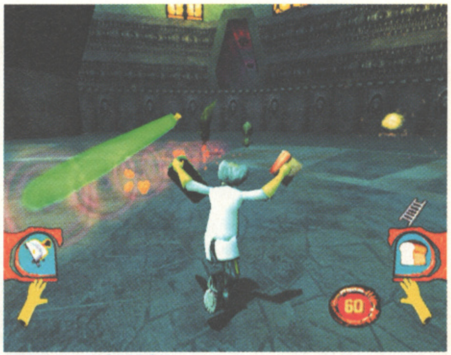
X-COM style action set in post-apocalyptic world. Plan your strategy and send in your team to carry out missions containing conspiracy theory-style objectives (UFOs, Area 51, etc). Scavenge for items from crashed aircraft or alien ships in huge levels. Unsurprisingly, this comes from some of the original *X-COM* team



ANACHRONOX

OUT**2001** PLATFORM**PC**

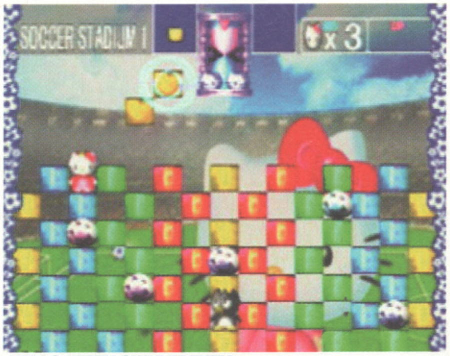
It's by one of the guys who did *Doom*, so you can expect plenty of high energy blasting as you trek across six galaxies in search of a lost alien race. Battles lead to interaction with scenery as well as alien weapons in this full-on 3D shooter. Ion Storm's hoping after *Deus Ex* and this, we'll forget all about *Daikatana*. We haven't



MDK ARMAGEDDON

OUT**2001** PLATFORM**PS2**

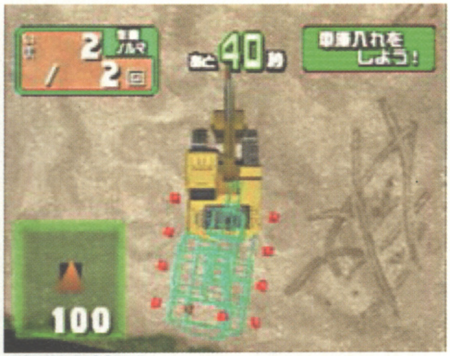
It's *MDK2* tarted up a bit for PS2. More enemies, more weapons and more items to interact with and combine - enhanced character models and spruced up levels make it look even better than the DC version. You can change the difficulty setting as the original game was a bit hard for some. That's a relief



HELLO KITTY CUBE FRENZY

OUT**JANUARY**PLATFORM**PLAYSTATION/DREAMCAST**

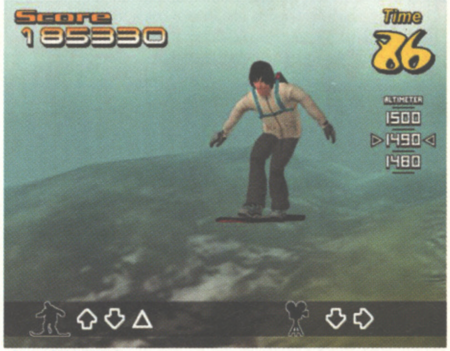
Utterly off-the-wall puzzler. You control a cat roaming the bottom of the screen and blocks falling from the top. Make a path for Kitty to pick up all the items on screen. Looks too bizarre for words but we've played it and it can get fiendishly addictive, especially in the two-player mode. This kitten has got claws



POWER DIGGERZ

OUT**MAY 2001** PLATFORM**PLAYSTATION**

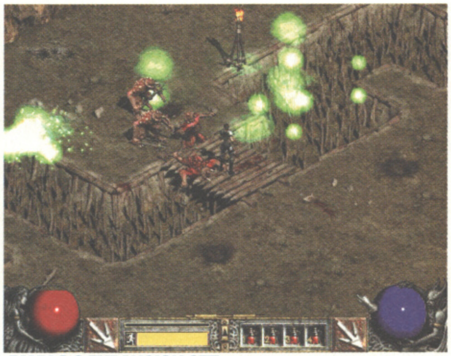
An arcade hit in Japan. Demolish, dig, scoop and wreck against the clock in this completely hatstand Japanese arcade adventure. You get a choice of vehicles and machines of destruction to earn money with. Build your own courses and steam around them in a JVC. Bonkers, but fun. Bob The Builder eat your heart out



SKY SURFERS

OUT**EARLY 2001** PLATFORM**PS2**

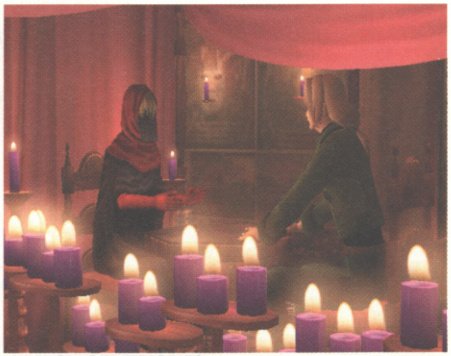
PilotWings meets extreme snowboarding. Grab your board and jump out of a plane. Pull off as many tricks and stunts as you can, then pull your chute and see how you handle that as well. Mini games and wind tunnel testing expand on the core gameplay. Different slant on traditional phat air gaming



DIABLO 2 EXPANSION SET

OUT**SPRING 2001** PLATFORM**PC**

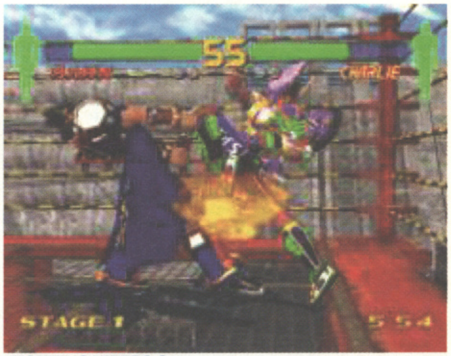
Adds two new classes of characters - the Assassin and the Druid - plus new weapons and monsters to one of the biggest PC RPG sellers of 2000. Fight through the Barbarian's homeland to get to a showdown with one of Diablo's big brothers, Baal. Not that we didn't see this add-on coming when he escaped in the main game



SHADOW OF MEMORIES

OUT**TBC** PLATFORM**PS2**

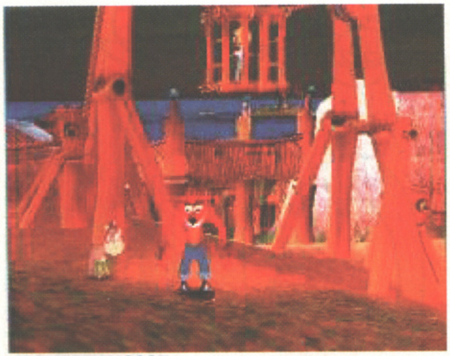
Jeez Louise, as if *MGS2* wasn't enough, Konami have this cerebral affair lined up for the PS2 as well. The basics? You start off dead and it goes from there. You get to explore huge European cities and interact with people to solve puzzles. If that isn't exciting enough, it looks lush too. From what we know so far it should rock



FIGHTING VIPERS 2

OUT**TBC** PLATFORM**DREAMCAST**

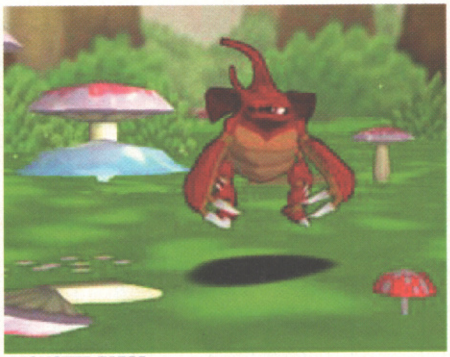
Upcoming 3D fighter with 11 playable characters, plus the usual dose of hidden surprises. The original game on the Saturn was considered one of the finest beat 'em ups of its day - look for this to take on the PS2 heavy hitters by the summer of next year - at the earliest



CRASH BANDICOOT

OUT ***TBC*** *PLATFORM* ***PS2***

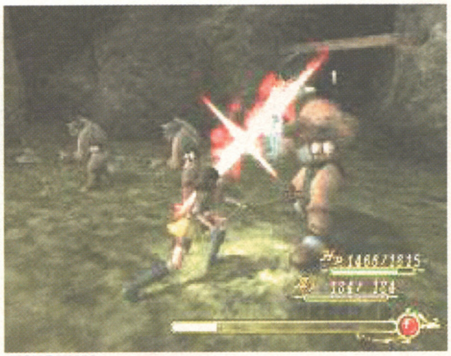
The next-gen version of Sony's headlining platformer. It's being developed by Travellers Tales who also did *Sonic R* and *A Bug's Life*. You control different characters and can use vehicles as well as legpower. Although it hasn't been confirmed, we're hoping for free-roaming action, not the linear affair of the last games



MONSTER FARM

OUT ***TBC*** *PLATFORM* ***PS2***

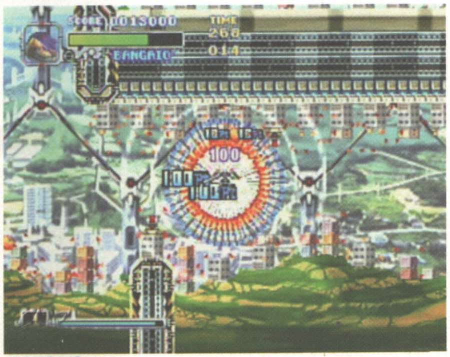
You rear monsters on your farm and send them into battle with other monsters. Hmm, sounds kind of familiar. It's the latest incarnation of *Pokémon* and *Digimon* games, but seeing as it's not out in Japan until late next year, the monster-nurturing games bubble could well have deflated a little by then



TSUGUNAI

OUT ***TBC*** *PLATFORM* ***PS2***

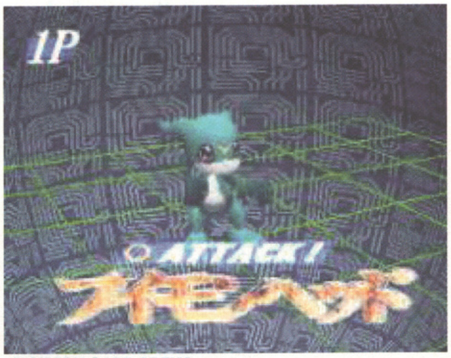
Role-player where you star as a ghost searching the world for his lost body. You can possess other people you meet in your quest (a bit like *Messiah*'s body-swapping gameplay) until you find the right piece of meat to own. It's an interesting concept with some original tweaks to standard RPG gameplay



BANGAIO

OUT ***TBC*** *PLATFORM* ***DREAMCAST***

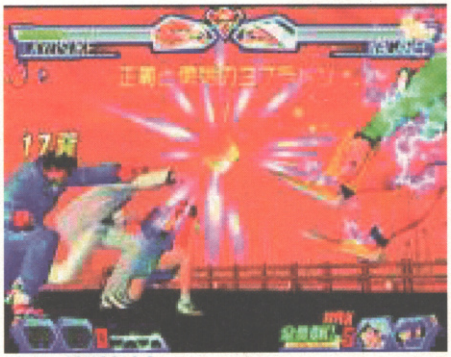
Mad-as-you-like shooting extravaganza from the makers of the wonderful *Mischief Makers* and *Sin and Punishment* on the N64. So confusing your eyes will bleed, but the awesome gameplay promises to be massively addictive in this offbeat wonder. Overlook it at your peril, we reckon



DIGIMON CARD ARENA

OUT ***TBC*** *PLATFORM* ***PLAYSTATION***

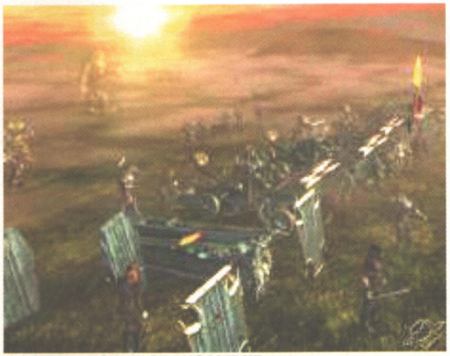
Full 3D graphics and familiar Digimon characters. It should be released in time for the *Digimon Trading Card* game to take off over here around Easter. 60 new Digimons join the battle. Lucky Japanese gamers will be able to exchange data via the Wonderswan and acquire exclusive battle cards



RIVAL SCHOOLS 2

OUT ***TBC*** *PLATFORM* ***DREAMCAST***

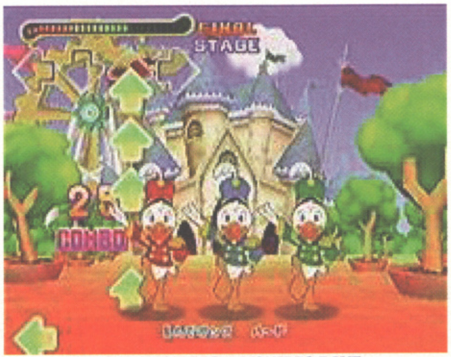
Sequel to the awesome and slightly saucy, eye-popping PlayStation beat 'em up. Capcom's classic fighting formula at its best, featuring schoolgirls with nunchuks (which are, of course, illegal in the UK so maybe they'll change that) and that devastating clipboard special move from the first game. Yes, a clipboard



LEGION: LEGEND OF EXCALIBUR

OUT ***TBC*** *PLATFORM* ***PS2***

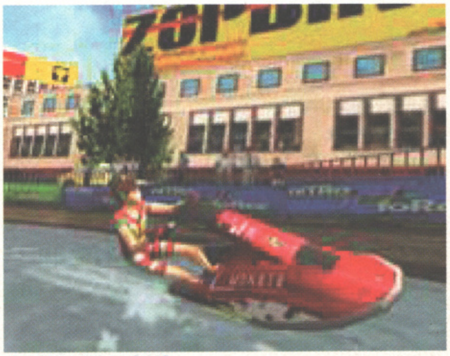
Based on the legends of King Arthur and the Knights of the Round Table, *Legion* combines real-time battles with strategic elements, but will have one long story, rather than loads of smaller missions. As you can see, the graphics are suitably impressive with huge battle sequences



DANCE DANCE REVOLUTION DISNEY'S RAVE

OUT ***TBC*** *PLATFORM* ***N64***

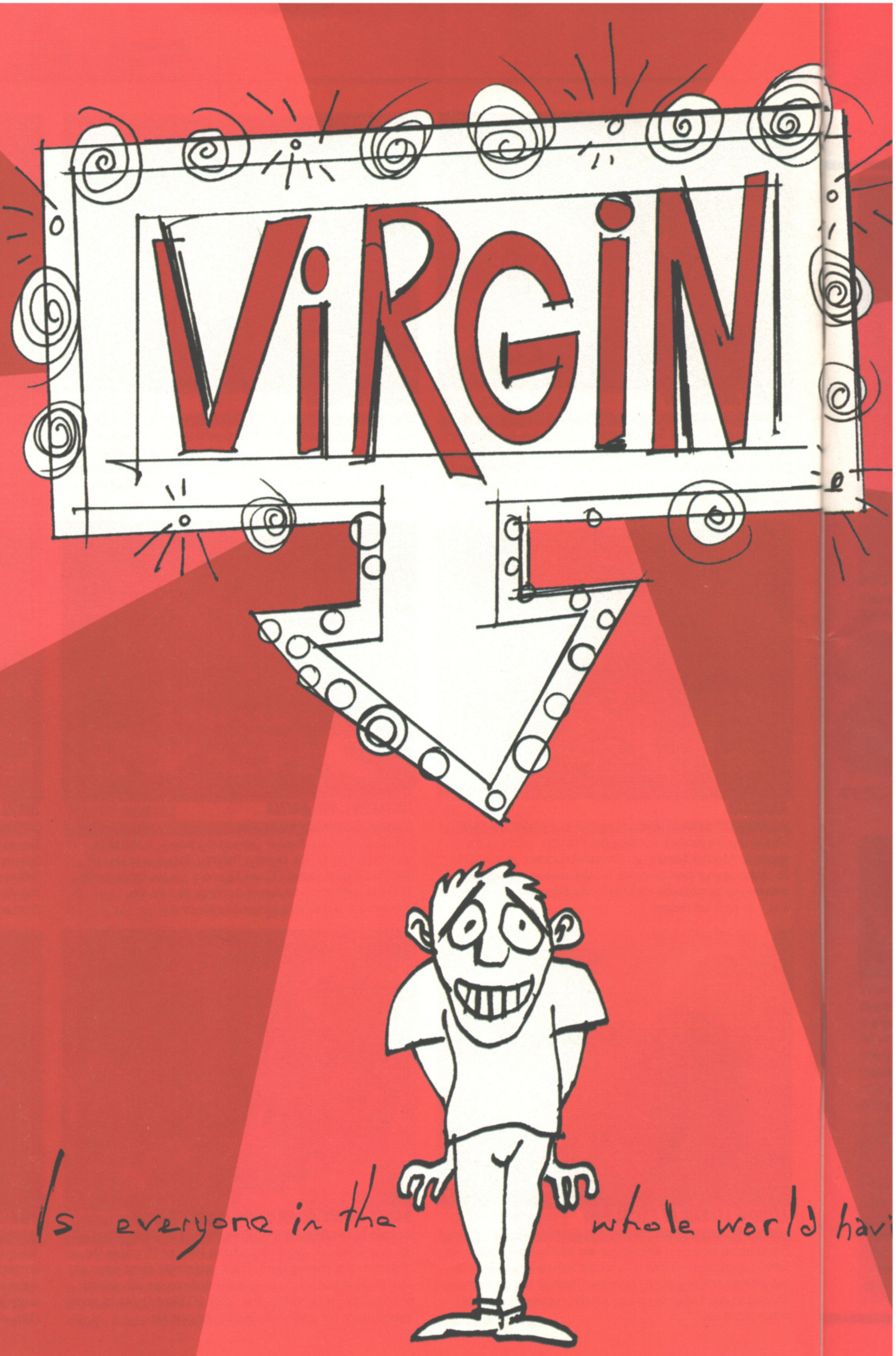
Hot on the heels of *Jungle Book Groove Party* on PS comes the N64's very first dancing game. Out in Japan right about now, no word on an official release here, but with dance 'em ups getting popular in the UK, it could happen. Over 20 Disney tunes to stomp around to and the action looks like it'll be great fun



POWER JET RACING

OUT ***MID 2001*** *PLATFORM* ***DREAMCAST***

Wave Race for DC owners? Maybe. Take to your jet ski and splash across the seas, lakes and rivers of the world. Features proper water physics, so you'll have to read the waves (man) and race accordingly. Looks pretty tasty and, providing they get the handling right, should be a great summer racer



Is everyone in the whole world havi

ld having sex except me?

Guess What? The answer's ... no.

Truth is, most of your mates who say they are regularly having sex are, in fact, regularly having you on. To be blunt, they're lying.

Because, despite what they may tell you, most boys under 16 haven't had sex.

So, how come all those stud mates of yours are not getting their end away as much as they'd like us all to believe?

First, most girls are not desperate to have it off with every boy they meet.

Second, even the ones who think you're hotter than a beach in Ibiza may feel they're not yet ready to have sex.

Third, some boys (more than you think) also feel it's okay to wait a bit (even if it's not cool to admit it).

Point is, if you're in your teens and not having sex, don't worry - you're normal.

At least as far as your sex life goes.

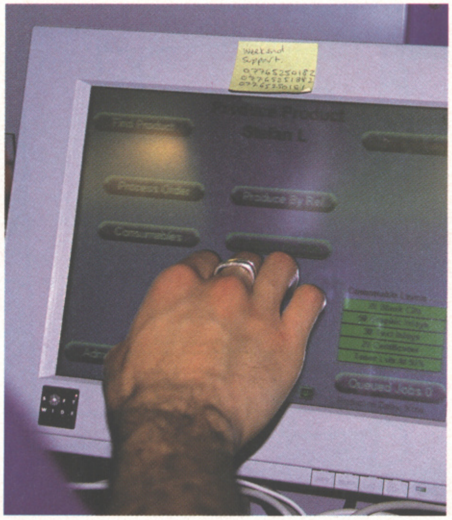
sex

Are you thinking about it enough?

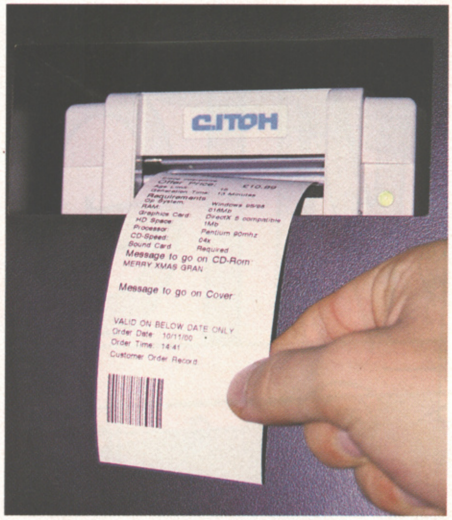
If you're under 18 and need advice about sex or contraception, phone Sexwise on 0800 28 29 30 or visit us at www.ruthinking.co.uk The call is free and confidential. Textphone (for people with hearing impairments) 0800 328 1651.

HOW IT WORKS

Games are sent by ISDN lines to trial computers in HMV, Oxford Street. HMV keeps them on file until someone orders a copy...



Step up to the iMac and follow the touch-screen instructions. Technophobes can let trained HMV shop staff do it for them



Do a game search or browse the full range. When you've found the one you want, order it and collect the ticket

Presen
burner

CHEAPER GAMES A

NEW TECHNOLOGY LIKE THIS IS ABOUT TO CHANGE THE WAY WE BUY GAMES - AND SHOULD CUT PRIC

WE ALL

WE ALL want cheaper games, right? How's about £40 games for £32? You want some of that? Well it could be heading your way in the next year or two, and it's already started. See our pictures? It may not look very exciting right now, but it will be. CVG's got the scoop.

Regular readers will remember last Summer's Scoop! story about who get's the biggest slice of your money when you buy a game and will already know it's the retailer. Shops take up to £17.31 for games costing £39.99. So here at CVG, we're getting rather excited about a new way to distribute, stock and sell games that could cut the costs by up to a fifth.

HOW DOES IT WORK?

It removes the need to ship boxed copies of games to shops - instead, you select the game you want and it's burnt to order in the shop. It's already being piloted in a handful of HMV and WHSmiths stores in the UK, both of which are already planning to introduce it nationwide - that's 529 WHSmiths stores by the end of next year.

> It's going to be great if the games are cheaper. Follow the instructions and it's pretty simple to use. *David Matt, 29*

THE PRICE IS WRITE

Sounds great, but before you get too excited just yet, it's still early days with limited, old titles like *GTA*, though they'll soon have more current games and plan to ultimately include brand new releases. Currently, all the games are for PC CD-ROM, but the British firm behind the technology, Tribeka, is promising to include DVD games - including PS2 titles - by as early as next Christmas. Tribeka believe it could cut the cost of games by up to 20%, but it will then be up to the shops themselves (who must pay £30k for each CD burner system) to decide how much of that saving to pass onto games buyers, though as the technology becomes more widely used, their initial overheads should come down.

THE BOTTOM LINE

But the idea's already got legs - Tribeka's already signed up deals with the biggest games shops in France and South Africa, and is looking at satellite technology that could supply new games and updates to shops anywhere in the world - which could also make games even cheaper. It's no wonder publishers like Eidos and Take 2 have already signed up for the scheme and negotiations are currently underway with other major players like Activision.

DIGITAL REVOLUTION

Nor does the future of games shopping end there. Another British company, Tornado Group, is pioneering Sony's vision of a worldwide Digital Entertainment Network. PC users can currently download games off the Net, and the likes of ADSL are speeding this process up. But digital warehouse and delivery firm Tornado are taking it to the next step, supplying games digitally for retailers on *any* format with memory for storage.

> It's limited right now by the games that are on it, but I like the idea of saving on packaging. *Chris Maltman, 30*

PS2 D
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Present the ticket at the counter, where staff process the order and the CD burner gets to work. It takes two to 12 minutes, depending on the game's size

Presto! The machine even prints out a cover for the case, a 32-page manual and any message on the disk so you can personalise presents

S ARE COMING

PRICES TOO. HERE'S THE SKINNY

WORDS & SCREENSHOTS **PETER WALKER** PICS **CHEWIE**

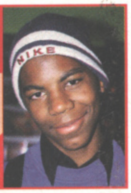
PS2 DOWNLOADS

So in the next couple of years you'll be able to log onto shop websites and digitally download games onto third-generation mobile phones and PS2 hard drives (third-party hard drives should be available in the UK by 2001). Tornado have already signed up content deals with Electronic Arts and Rage, but the games technology isn't yet fully in place to digitally distribute games direct to you and me.

MUSIC AND MOVIES

When it is, besides also downloading MP3s from kiosks in shopping centres onto your personal stereo and films onto your TV, it should also make games cheaper - and you'll be able to buy them for your next-gen console without having to leave your home. In the meanwhile, EA and Rage's games could be supplied to the same retailers using Tribeka's system, which in the short-term could simply mean a wider choice of games burnt onto disk in-store - which ain't no bad thing from the player's point of view.

> "When it does PS2 games I'd definitely use it."
>
> *Muhammad Abdul, 16*



WHAT PLAYERS RECKON

When we visited HMV's Oxford Street store to test one of the pilot CD Burner systems, we found it easy to use. You'll already have seen our quotes about what other players thought of it, but the general impression was it showed real potential. The prospect of cheaper games - on multiple formats - was what excited them most, though some admitted they'd happily spend whatever it cost to get their hands on games they're really looking forward to. So, two steps forward, one step back. Argh!

CVG RECKONS

Anything that cuts the cost of games is great, but until a wide range of the newest releases are burnt to disc in stores, they'll be competing with more extensive budget ranges which are already cheap. But promising stuff. As for the prospect of downloading games direct onto your console's hard drive, it's the future. In the meanwhile, chew over the pros and cons of the CD Burner system...

UPPERS

- Will eventually make games cheaper
- Will eventually stock PS2, maybe Xbox
- Shops never run out of stock
- Older games always available
- Less risk for shops = more games
- Patches & updates should be included
- Already negotiating big titles like *FF8* and ultimately newest titles

DOWNERS

- Current pilot range very limited, PC-only and no cheaper
- Takes 2-12 minutes unless shop burns advance copies
- Won't stock N64, GAMECUBE, Game Boy or DC
- Up to shops to decide how much of the savings they pass on to players

- Dreamcast
Sega have announced some blockbuster titles that should be released in the UK late next year. Titles include *Crazy Taxi 2* and an online version of the classic *Bomberman*. That'll keep us really happy.
- **Dreamcast/PS2**
Special guest stars in *Ready 2 Rumble: Round Two* now include Bill Clinton and his wife Hillary. No sign of Monica Lewinsky in Bill's corner then.
- Game Boy Advance
SCI have announced that they will be bringing a version of their new Thunderbirds game to Nintendo's next generation handheld.
- **PlayStation 2**
Sony will be releasing a piece of software with the UK machine that allows you to write BASIC programs for your console. An attempt to encourage new coders or just a blatant sneak to try and get around higher import taxes - you decide.
- PlayStation 2
Activision have confirmed that Ninja slash 'em up series *Tenchu* will be one of its leading brands that will make the jump to PS2.
- **PlayStation 2**
Details are starting to emerge about *Grand Theft Auto 3*. It's switched to a 3D third-person view and there is talk about making it a fully online persistent world, *Ultima*-stylee. Wow.
- Dreamcast
One of the DC's big hitting games, *Half-Life*, has now slipped until early next year to allow the developers more time to polish it up. Will this be the last slip? Who knows. January is now the reported date, but don't hold your breath.
- **Xbox**
Microsoft have done a deal with Epic to allow Xbox developers access to *Unreal* engine technology. Expect loads of first-person shooters then guys.
- PlayStation 2
Interplay have confirmed that the massive PC RPG *Baldurs Gate 2* is in development for the PlayStation 2 - although no details of any changes or enhancements have leaked out yet.
- **GBA/GBC**
Take 2 have canned development of Game Boy Color games to concentrate on GBA. The good news is that two new *Austin Powers* games are coming. The bad news is that *Lemmings*, which we reviewed in Issue 228, will now only come out on Advance. But then, it only scored 3 Stars so maybe that's good news too.

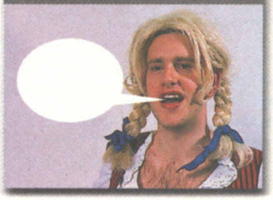
FANSITE OF THE MONTH

You've kept your fansite URLs coming in thick and fast. The best of this month's entries was DC-W from Michael Essex. It's a professional-looking Dreamcast site with news, reviews and tips. There are box shots, screenshots, and artwork too and the whole site is nicely written. It's straight from the heart and we love it. Send your fansite URLs to **mailbag.cvg@ecm.emap.com** clearly marked "fansites".

www.dc-w.co.uk - great!

SEZ YOU! CAPTION COMPO

What do you reckon our Johnny's saying in this picture? Send your entries to Caption Compo 230, and we'll print the best next issue. We'll give the winner a game of their choice. Remember to state your name, age, address, phone number and preferred game.



EXPERT GUIDE

WINNING IS

WINNING IS everything, and cheats prosper. We all know that, and if there's a sneakier way of achieving a momentous victory, why waste time and effort playing fair? Whaddya mean "conscience", you lily-livered tree-huggers? With the advent of online console gaming, and traditional multiplayer action more popular than ever, the competition's hotting up. But you can either waste your life practising like a pasty-faced freak, or check out CVG's Expert Guide To Cheating to get maximum points with minimum effort.

HOW THE CHEAT-O-METER WORKS

Every low-down, dirty trick will be given a rating on the CVG Cheat-O-Meter, represented by the two-faced icon: a high rating means you'll need to be five times more cunning and audacious than a Millennium Dome diamond robber to ensure success. Lower ratings mean lamer, more obvious cheats that, whilst they might work, ain't nearly as much fun. A careful selection of additional icons will also be used to fully illustrate the essential skills you'll need to cheat like there's no tomorrow.

KEY:

RASH - You must be very 'rash' to try these

CUNNING - You'll need to the Solid Snake of gaming to pull these off

STUPIDITY - This means your opponent must be a gaming dunce with less awareness than a drunk student

RISK - You're gonna pay if you get caught

LIGHTBULB - Requires expert knowledge only repeated exposure to CVG can yield

1 Wound up by spotty teenage Yanks whooping your ass online? Send their hormones wild by mentioning that you happen to be a 36-24-36 blonde, Swedish nymphet with a taste for strapping young Americans*. Now take control as they scramble to play one-handed. Works well with RPGs. *Dressing the part is optional. Johnny. ?????

2 Get an old joypad and carefully smear any sticky food substance here and there, making sure your mate uses it. When, in the middle of the game, he asks why it's so sticky, innocently mention you had a quick game last night after 'watching' Baywatch. Your mate'll be too busy retching to compete. We'd recommend a liberal application of any pungent sandwich paste for added hurl factor.

3 Scared your quick-fingered mate will make you look like a gaming gimp at *ISS*? Even things up a little: gorge yourself on eight tins of baked beans and close all the windows. By the second half, you'll be farting him off the pitch.

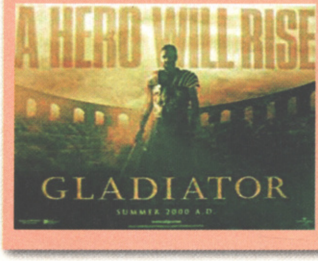
4 The good old 'pause' trick. This may seem about as subtle as giving your most hated relative a coffin for Christmas, but you'd be surprised how often you get away with it. Wait for your enemy to leave the room (bog break, drink, shaking hands with the one-eyed vicar,) then unpause and aim his car towards a wall etc. Pause again, and when he returns he'll be floundering all over the shop while you get 'nuff phat portions. ?

THAT'S ENTERTAINMENT!

THE MONTH'S BIGGEST DVD'S TO KEEP YOUR PS2 WARM THIS WINTER

GLADIATOR

COST : £19.99
CERT: 15



WHAT'S IT ALL ABOUT

Big, popular Roman epic starring Russell Crowe as the gladiator with a score to settle. Stunning fight sequences and battles with big tigers ensue in this special effects fest.

SPECIAL FEATURES

One of those neat 'making of' documentaries, trailers, deleted scenes, directors' commentary, storyboards, biography and a 50 minute special on Gladiator games, plus so much more you'll wonder how they crammed it on one DVD.

EXTRAS: A♣ **OVERALL:** A♣

CHICKEN RUN

COST : £19.99
CERT: U

WHAT'S IT ALL ABOUT

Totally cool animated smash from Aardman, the folks who brought you Wallace And Gromit, as a bunch of chickens attempt to escape death on a hellish hen farm. Mel Gibson leads the pack as the voice of cocky rooster Rocky.

SPECIAL FEATURES

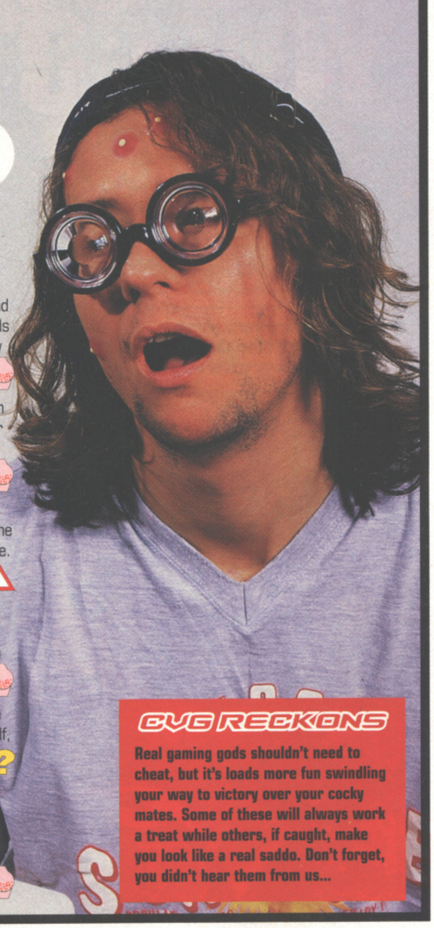
A bunch of trailers, 'making of' documentary, director's commentary, an archive of Aardman clips (including The Wrong Trousers and A Close Shave), and some of the best menus seen for ages.

EXTRAS: A♣ **OVERALL:** A♣

E TO CHEATING

10 WAYS TO WIN AT GAMES. CHECK YOUR MORALS AT THE DOOR

WORDS **LES ELLIS & JOHNNY MINKLEY** PICS **KENNY P**



5 One for racing fans. Get an old joypad and put some strong glue on and around the accelerator button: all going well, he'll be flying off the bends and into the walls, unable to take his finger off the gas. True, your foe may require a skin graft, but you'll have the victory. ⚠ ⚠ ⚠

6 All footy games suffer the same weakness: sweet spots - a position on the pitch that you can score from every time. If you know this and your opponent doesn't, guess who's going to win? He'll just think you possess amazing skill, but *we* know the truth.

7 One for the fragile of ego. When indulging in a spot of online FPS fragging, only choose servers where you have the highest 'ping' of all the players there. This always gives you the edge, no matter how good you are. Works best with cable/ADSL Net connections. ⚠ ⚠ ⚠ ⚠ ⚠

8 If you're lamer than every horse Dan ever bet on (and lost), you could always resort to pathetically bad attempts to save your ass, like 'accidentally' hitting reset, or pulling your opponent's controller lead out in all the excitement. ?

9 If your mate's a real bloater, get your mum to fry up some bacon while you play. The big, fat waster will be too busy slobbering all over himself, grunting like a pig to focus on kicking your ass. ?

10 The Last Resort. Violence*. It's not big or clever, but it's our favoured trick here at CVG. Joypads make excellent weapons: the edges hurt like hell when rapped across knuckles. Other playground beauties like wedgies and flicking elastic bands work a treat too.
*Could get you arrested ⚠

CVG RECKONS

Real gaming gods shouldn't need to cheat, but it's loads more fun swindling your way to victory over your cocky mates. Some of these will always work a treat while others, if caught, make you look like a real saddo. Don't forget, you didn't hear them from us...

■ **Handheld**
Ericsson have announced they're joining the handheld world with a combined phone/PDA/ games unit. Designed by the guy behind the 3DO and Lynx, third-party games developers are already being approached to produce titles for it. No news on a release date yet.

■ Dreamcast
Gory first-person shooter *Soldier of Fortune* has been delayed until late next year, and there'll be no online option in the final release. Just as well the single player game is mint, then.

■ **PlayStation 2**
Talking of *Soldier of Fortune*, it's also in development for PS2, with the game shaping up to be a port of the PC version, as the makers aren't sure what extras they'll be able to put in.

■ PlayStation 2
Namco are working on a game of an upcoming CGI movie called Axis, about a young girl's battle to save the world from doom. No release date yet, but early indicators point to a real *Shenmue*-style experience.

■ **Dreamcast/N64**
The PS2 launch has had an unexpected side-effect in the US. Sales of both the DC and N64, which should have slumped, seemed to perk up. DC jumped up 25% and N64 went up 7%.

■ PC
A new instalment of the *Ultima Online* series is coming, EA have confirmed. *Third Dawn* features a new graphics engine with 3D characters. Cleverly, it'll still run in 2D if you prefer. Not to be confused with *Ultima World Online*, which is an all-new 3D online adventure. We'll have loads more on it next issue.

A♣ Totally ace, only a fool would miss quality like this **OK** Not bad, worth a go. Best to hire or borrow, though 💩 Total stinker. Avoid like poo on the pavement

THE PERFECT STORM

COST ON IMPORT: £15.99
CERT: 12

WHAT'S IT ALL ABOUT
George Clooney and Mark Wahlberg get tossed about in the briny in this true story about a bunch of fisherman caught up in the mother of all storms. Soppy and cliched, but the effects make the UK's recent flood problem look like a mere puddle.

SPECIAL FEATURES
The usual 'making of' documentary and trailers; interviews with survivors of the storm, plus a pair of commentaries - one from the director, the other from the author of the book on which it's based.

EXTRAS: A♣ **OVERALL:** OK

HONEST

COST ON IMPORT: £15.99
CERT: 18

WHAT'S IT ALL ABOUT
Much-hyped, ill-fated effort by All Saints to become movie stars. This is a lacklustre gangster thriller which sees the girls dressing up as blokes to rob banks and generally larking about in swinging 60s London. And naturally, their clothes fall off.

SPECIAL FEATURES
Some interesting special features might be a nice reward for having to sit through the movie, but sadly no, all you get is a trailer and that's it. Er, hello? This is supposed to be a DVD, godammit.

EXTRAS: 💩 **OVERALL:** 💩

SPOT THE DAN

HE'S YOUR MAN FOR PRIZES

Spot where we've hidden a cut-out of Dan's pug ugly mug and you could win a luuuverly Digimon Version 2. State the page number on a postcard to our usual address marked Spot The Dan 230. Winners will be announced in Win This Lot Now!.

In last issue Dan was on page 81

GUESS WHO I AM

Can you guess who these gaming stars are?

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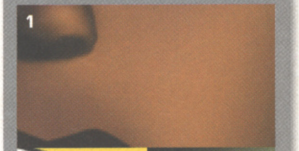

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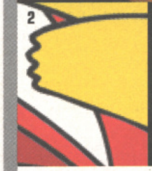

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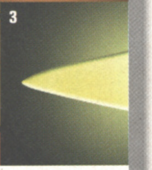

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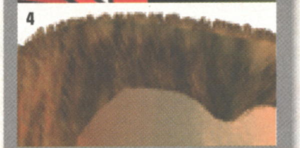


GIVE US A CLUE!

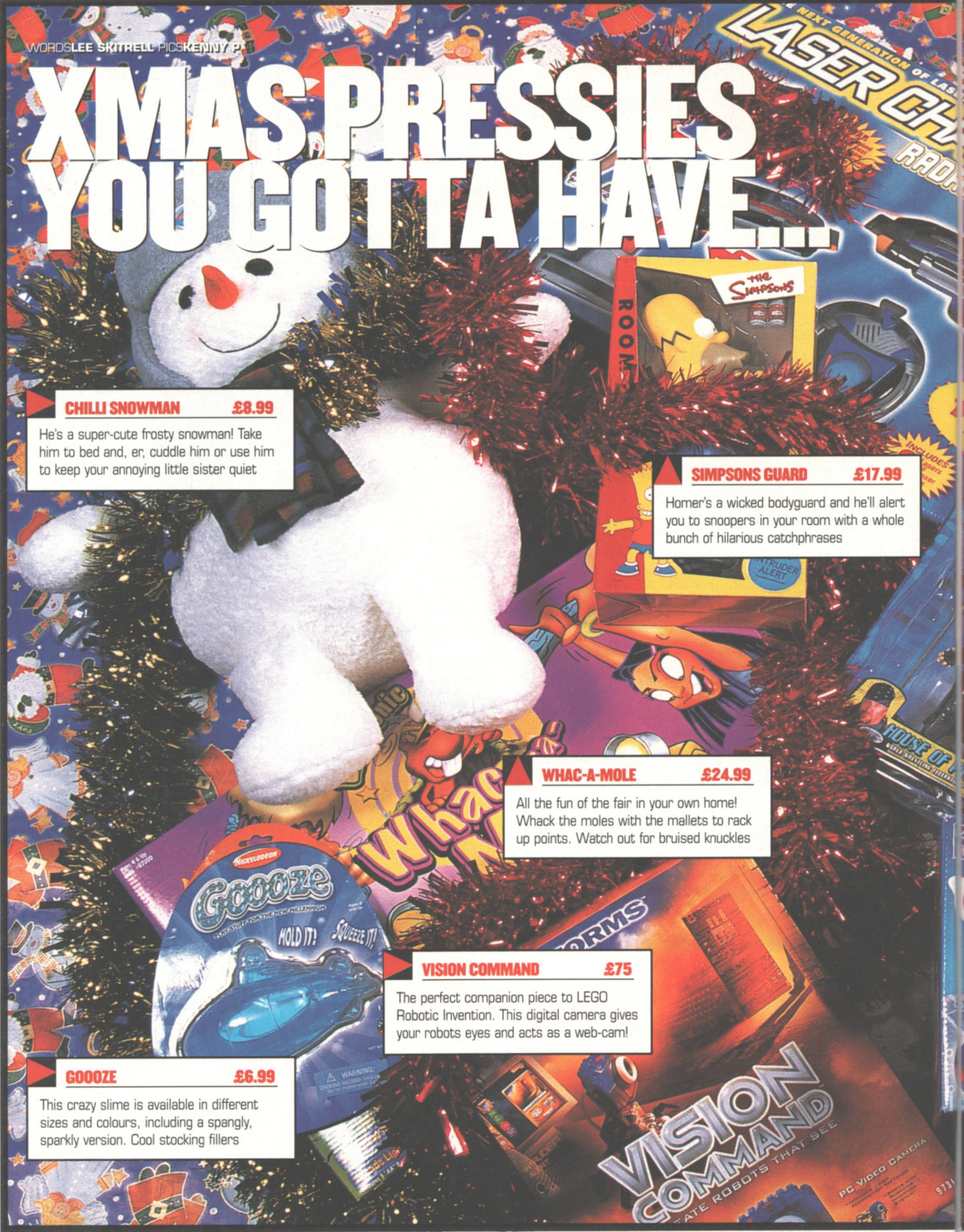
1 She's had five games in as many years
2 He's an electric mouse
3 He was based on a pizza. Allegedly
4 He's a bit of a ladies' man

ANSWERS

1 Lara, **2** Pikachu,
3 Pac-Man, **4** Duke Nukem

WORDS **LEE SKITRELL** PICS **KENNY P**

XMAS PRESSIES YOU GOTTA HAVE...



CHILLI SNOWMAN **£8.99**

He's a super-cute frosty snowman! Take him to bed and, er, cuddle him or use him to keep your annoying little sister quiet

SIMPSONS GUARD **£17.99**

Homer's a wicked bodyguard and he'll alert you to snoopers in your room with a whole bunch of hilarious catchphrases

WHAC-A-MOLE **£24.99**

All the fun of the fair in your own home! Whack the moles with the mallets to rack up points. Watch out for bruised knuckles

VISION COMMAND **£75**

The perfect companion piece to LEGO Robotic Invention. This digital camera gives your robots eyes and acts as a web-cam!

GOOOZE **£6.99**

This crazy slime is available in different sizes and colours, including a spangly, sparkly version. Cool stocking fillers

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BOO-HOO PS2!

Sony's PS2 pre-order masterplan hasn't gone *quite* as planned. Due to parts shortages (hmm), Sony have slashed the number of PS2s available in the UK by Xmas from 200K to 165K. They reckon those who used an official pre-order form will get theirs on time (call us if you don't). We reckon they either overestimated PS2 demand or the pre-order scheme didn't work - our sources reveal that some shops ran out of forms and could have sold more while others had lots to spare and never used them. Either way, Sony have now withdrawn the forms. Just how many unused ones there were we don't know, but if it's less than 35K, some UK players will be angry come Xmas.

DRAGONFLY **£69.99**

This stunt racer is a wicked remote controlled car with adjustable wings for extra trick-pulling power. Fab

LASER CHALLENGE **£47.99**

Strap on your body pack and lock 'n' load for some laser-blasting action. Whoever gets the most shots wins. Frag-fest-tastic

POKEMON GOLD/SILVER **£35**

Essential Xmas gift for any Pokémaniac. These sequels will easily keep you busy until next holiday season. Pikaa!

ROBOTIC INVENTION **£175**

This kit is perfect for tech-head LEGO lovers. Build a hardcore robot then programme it. Just awesome

PSONE **£79.99**

A sexy miniaturised PlayStation makes a great gift - unless you own the original. Non-PS owners should check these out

SMACKDOWN! FIGURES **£7.99**

These SmackDown! figures feature the scanned-in faces of all your favourite WWF wrestling lords. Scarily realistic

MAGIC: GATHERING **£6.99**

Beat the card sharps at their own game with this Magic starter pack. Perfectly suited to Dungeons & Dragons fans

PLAYSTATION 2 **£299**

The ultimate Christmas gift, but only for the early birds who pre-ordered. Your mates WILL be jealous. Mwahahaha!!

TECHNO PETS **£19.99**

Super-special robotic pets that react to you, to each other and to that pretty purple ball. And they won't mess the floor

SOUTH PARK GAURD **£14.50**

Keep your food treats safe with this wicked Cartman fridge guard. Loads of the fat freak's catchphrases to keep you happy

CVG RECKONS

We reckon these are some of best gifts to be unwrapping on Xmas morning - providing you've behaved yourselves...

computer and video
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to put the 'Ooo' in *Shenmue*

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PLANET CVG

■ **Dreamcast**
Seems like the first batch of *Metropolis Street Racer* was bugged. If you have a copy where you can complete races even if you don't achieve the objectives, make sure you get a new one from Sega or the place you bought it.

■ Game Boy
Pokémon Gold and *Silver* have now smashed through the 2.6 million copies sold barrier in the US. So expect them to fly off UK shelves too.

■ **Xbox/GAMECUBE**
Web site Gamestop.com is offering pre-orders on Xbox and GAMECUBE for $500, despite the fact no-one knows when the machines are coming out or how much they will be.

■ Movie News
Final Fantasy the movie has now been renamed to Final Fantasy: The Spirits Within and a sneak preview has proved that the developers have achieved near photo-realism in the graphics. Check out www.finalfantasy.com.

■ **PC**
A sequel to *Aliens v Predator* is in the works, and the developers of the original game are talking about doing a mod turning the first instalment into an Aliens Vs Judge Dredd episode. Wow!

LEE'S LAB TESTS

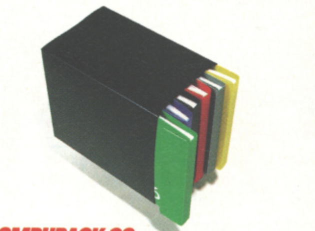
GAMING ADD-ONS UNDER THE MICROSCOPE

The Prof has to watch himself this time of year. While he may feel full of bah-humbug grinchiness, he can't ignore the fact that Christmas time can be a peripherals frenzy. So it's grudgingly out with the tinsel and Santa suit and on with the testing of the best holiday season add-ons in the shops.

BONE LIGHT

Game Boy Colour/Pocket **£7.99**

Light up your life with this spooky Game Boy light. The bone segments make setting the angle really easy, but it feeds off your GB's batteries so it'll only work properly when they're fully charged. It's looks a bit cheesy but works fine. ★★★



COMPUPACK 36

CD storage **£17.99**

Available from compupack.co.uk, these CD holders are good value. Each wallet holds six CDs and game manuals and you can stack the coloured wallets in binders. Good for keeping the dust away from you discs but a bit plain. ★★★

MOUSEMAN WHEEL

PC **£39.99**

A superb mouse if a little pricey. Fits the palm of your hand perfectly, and the thumb button can be assigned special functions like instant double-click and pressing the mousewheel button calls up Logitech's excellent WebWheel feature. ★★★★

BEATPAD

PS/PS2 **£24.99**

In the mood for dancing? Grab a dance mat and a copy of *Jungle Book Groove Party* and get shimmying. This is one of the cheapest on the market and is sturdy and reliable. The only drawback is the garish design. ★★★★

IFEEL MOUSE

PC **£39.99**

Another Logitech treat designed so you 'feel' your way around your PC rather than simply point. The accuracy makes sure you don't overshoot icons on your desktop. Also has WebWheel functions. Stylish but again a little pricey. ★★★★

WIN £100

TO SPEND ON WHATEVER YOU WANT

1 What does *Z.O.E.* stand for?
A Zoe off Eastenders
B Zone of The Enders
C Zac's Oversized Ego

2 How many surfing games are there in Issue 230?
A 1
B 2
C 3 or more

3 Which new PC game let's you steal dead enemies' clothes
A *Hitman*
B *Project IGI*
C *Monkey Island 4*

4 Which decade is epic DC adventure *Shenmue* set in?
A The Groovy '70s
B The Wonderful '80s
C The Normal '90s

5 In *Mickey's Speedway USA*, which character is the Gadget King?
A Mickey Mouse
B Ludwig Von Drake
C Donald Duck

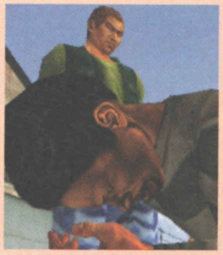
6 In the game, what colour is The Grinch?
A White
B Yellow
C Green

7 To enjoy it at its best, what do you need two of in *Dancing Stage*?
A Feet
B Brain Cells
C Mats

8 Where and when is PC real-time strategy game *Desperados* set?
A In ancient Rome
B In the Wild West
C During the Vietnam War

9 In *Ducati World* how many other bikes can you race against in one-player?
A Unlimited
B 8
C 4

10 Which game is this oh-so-cool screenshot from?
A *Z.O.E.*
B *Eternal Arcadia*
C *Shenmue*



LAST MONTH'S ANSWERS
1 A, I Will Survive
2 B, 49
3 A, A lass called Mannon
4 C, 50
5 C, 20
6 B, The Mummy
7 B, March 2001
8 B, Wrestling
9 B, Alvaro Vasquez
10 B, MoH 2

The winner to Issue 228's quiz and loads of CVG's loverly lolly is the very luckyt...
Jame Hamilton, Leeds

IT'S EASY TO ENTER

Post to us at: Win Some Money 230, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first correct entry out of the hat wins. Entries must be in by: January 17th, 2000. So hurry up.

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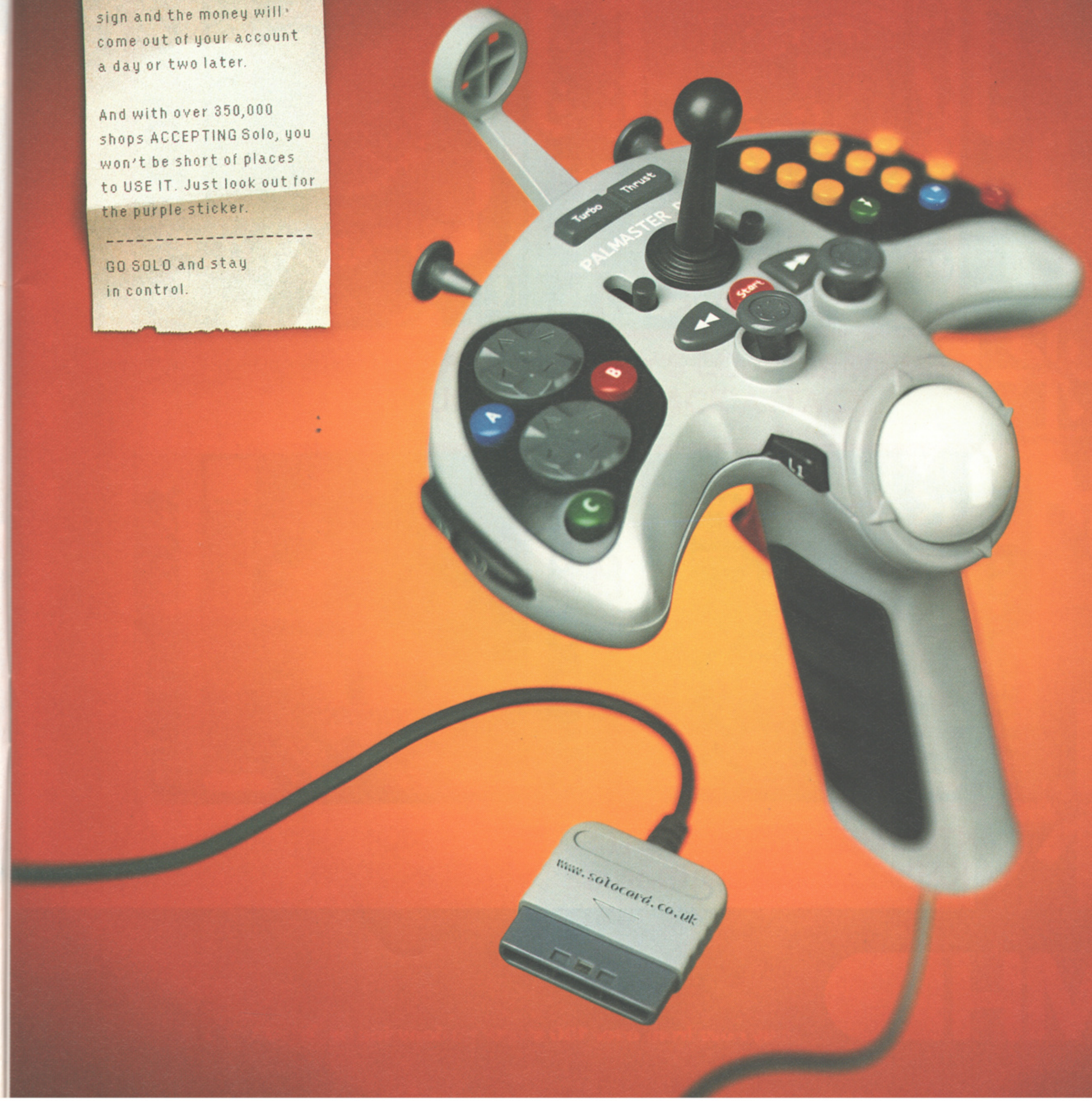

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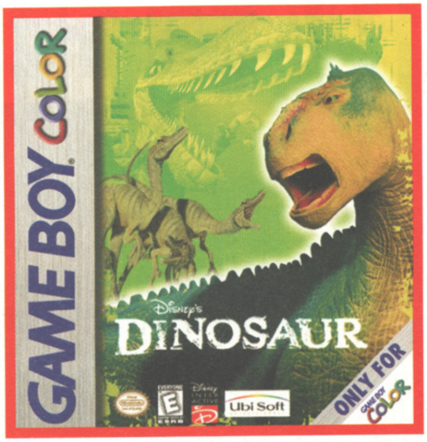

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DISNEY'S DINOSAUR

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DISNEY'S DONALD DUCK QUACK ATTACK

THE GRINCH

THE FLINTSTONES
BURGERTIME IN BEDROCK

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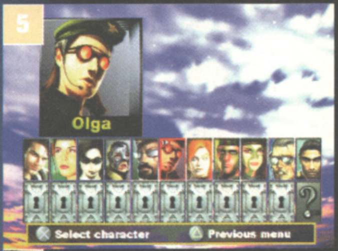
WANNA KNOW HOW PS2 HANDL

UNREAL TOURNAMENT

OUT**FEB/MARCH 2001** FORMAT**PLAYSTATION2**

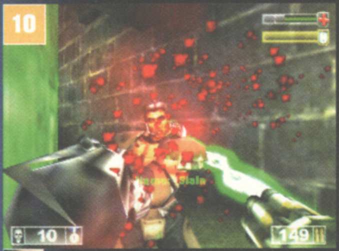
Along with *Gran Turismo 3*, *Wipeout Fusion* and *Dark Cloud*, *Unreal Tournie* is one of Europe's hottest PS2 releases for early 2001. Already a PC classic, it's currently blowing US shooter fans away and the European version is promised to be even faster and better. So we made like a ton of lit dynamite when we got our hands on a UK version. It wasn't a pretty sight (us, not the game) but it sure was a lot of fun. Here's a blow-by-blow run down of what we thought when we got it on, revealing Lee's cack-handed shooter style in all its embarrassing glory. Sorry, Lee, but you'll have to try harder if you don't wanna be cannon-fodder...

5



Les: “Cool, some new character models and bots. In-game animation and close-up detail is impressive too. Ah, the power of PS2!”

10



Lee: “See what I mean? Where's the rest of the Pulse Gun gone? Waiter, there's a gun in my eye. Ouch, hope they sort that clipping”

1

Lee:
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puddles wh

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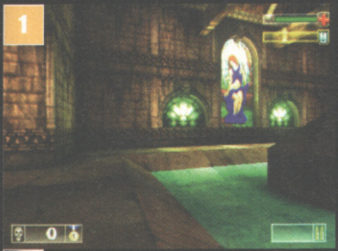
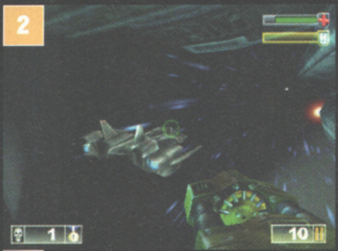
’ HELL, PS2 ROCKS!”

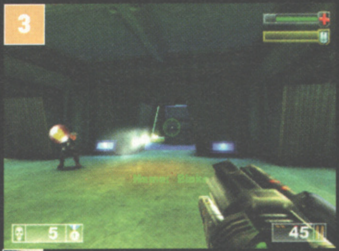
PS2 HANDLES ONE OF THE BEST PC SHOOTERS EVER? HERE'S THE TRUTH



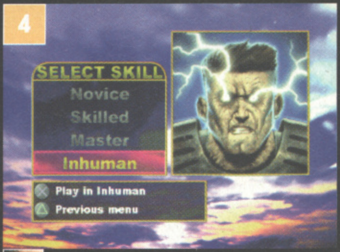
Lee: “Just like the PC training level. Cor, check out that stained glass window. No puddles when you run through the water though”



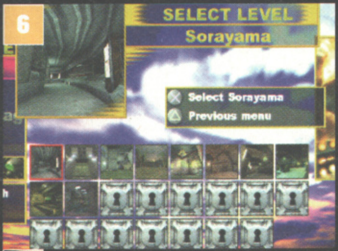
Lee: “OK, OK, now I'm starting to get really excited. First deathmatch level is spot on, right down to the blinding views out the windows”



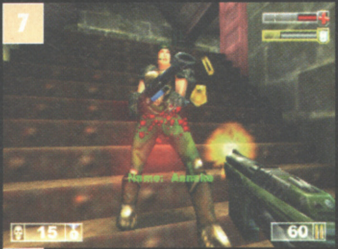
Lee: “Joypad controls are sweet. Looking with an analogue stick's almost as sharp as a mouse. Best pad set-up yet on a console FPS”



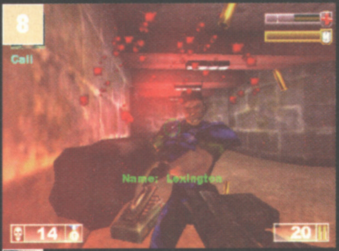
Lee: “Took a little bit of getting used to but tweaking controls sensitivity helped. Novice difficulty was a bit of a pushover for me...”



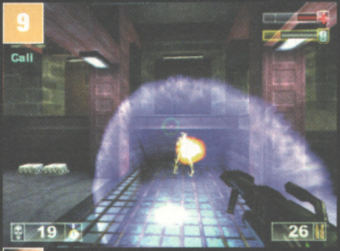
Lee: “Yeah, and there's some new levels too. Proves they've tried to improve on the PC version instead of doing a straight conversion”



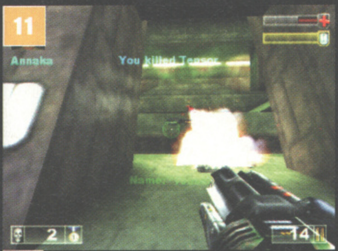
Les: “Check out the weapons. Enforcer's still the default. Fine for finishing 'em off. Argh, she's got a shock rifle... game over, man”



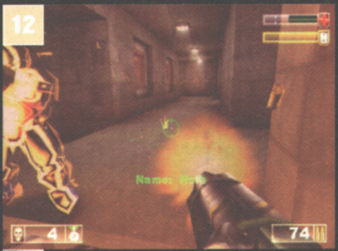
Les: “Alternate Fire evens the odds. Works when you pick up twin Enforcers too. But the faster rate of fire's a real ammo gobbler. Gah!”



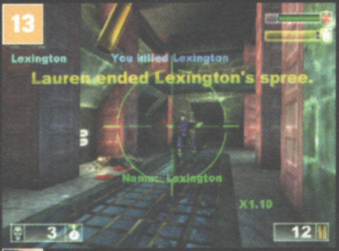
Lee: “ALL the weapons have alternate fire like on PC. Shock Rifle's still a bit fiddly. Am I imagining it or do the guns look shorter too?”



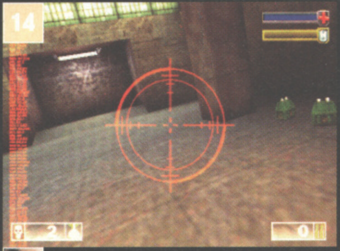
Lee: “Now this is more like it! Hold down normal fire to wrack up to five rockets, and the same with alternate fire for grenades. Mint”



Les: “Minigun's wicked. Weapon balancing, fire and respawn rates are bang on. What d'ja mean the new auto-aim feature's turned off?”

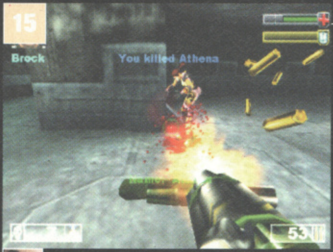


Lee: “At last, sniper action. Real men leg it round with the scope permenantly zoomed in. Bit disorienting at first, but headshot heaven”



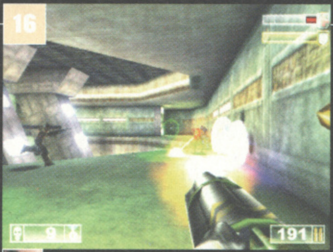
Les: “Damn bot's hiding behind the pillar. The blast from my Redeemer won't get him. Crafty bugger. If I can just guide it round...”

15



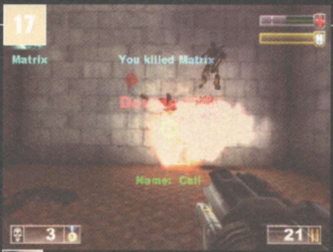
Les: "See how a real master plays. Check out my skills. Hey, they didn't hold back on the visual treats – look at all that ejecting brass"

16



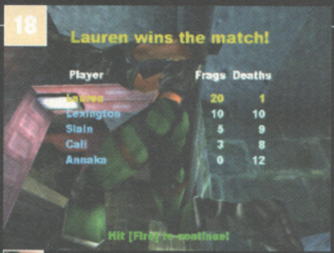
Les: "The new levels are really well laid out. You still get hot spots near the cool weapons spawn. And anywhere near me"

17



Les: "Impressive impact physics... that corpse is really flying from the splash damage. Rockets rule for close-up scrapping"

18



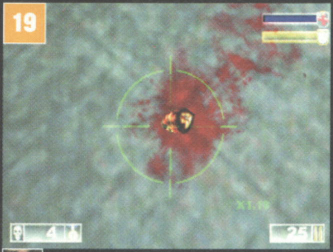
Lauren wins the match!

Player	Frags	Deaths
Lauren	20	1
Lexington	10	10
Slain	5	9
Cali	3	8
Annaka	0	12

Hit [Fire] to continue!

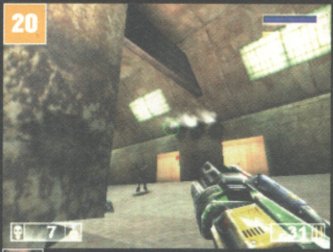
Les: "I am the Daddy! 20 kills to one death. Wonder if I've unlocked a new play mode yet? Assault, Domination, Flag Capture anyone?"

19



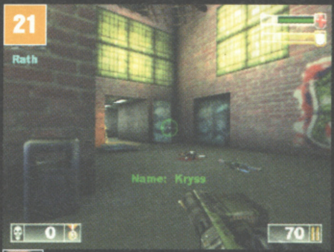
Johnny: "I'll stick to Deathmatch for now. D'you think this guy's dead yet?"

20



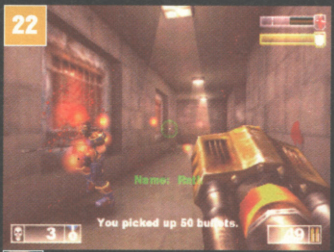
Johnny: "This level has loads of layers. Got to learn to think and aim in true 3D"

21



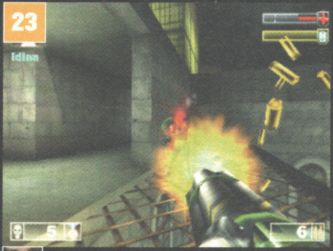
Johnny: "Shadowing and textures are great. Brooding atmosphere. See the tag?"

22



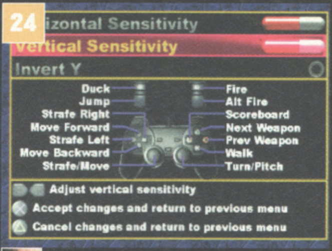
Johnny: "Holy pants! Tight corridor alert. No camping spots here then"

23



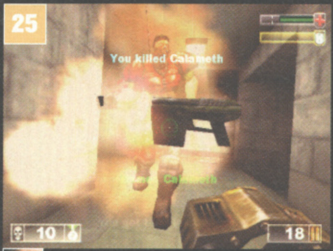
Johnny: "Drop off the ledge to nail him through the floor? Stuff that, I'll slug it out close up. Hmm, how come I've got so few frags?"

24



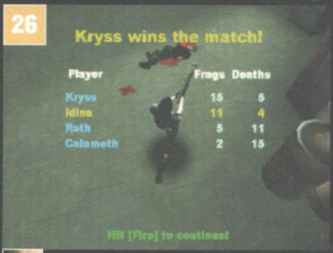
Lee: "'Cos you've got to learn tactics, greenhorn. Give me the pad. Now, whack up the sensitivity, tweak the control layout, and..."

25



Lee: "Wham, bam – I'm the Man! Check your health bar more, fool. Hey, the bar's changed from PC. It's simpler. Works fine"

26



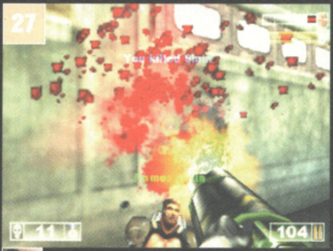
Kryss wins the match!

Player	Frags	Deaths
Kryss	15	5
Idina	11	4
Rath	5	11
Calameth	2	15

Hit [Fire] to continue!

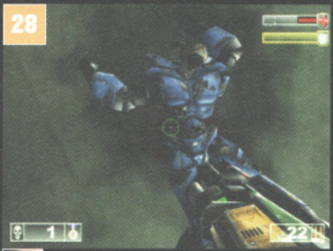
Lee: "Second? Bah. I blame the controls. I hadn't tweaked it quite right. Anyway, I'm better with a mouse than some poxy pad"

27



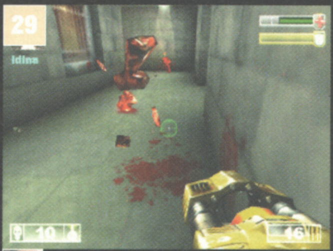
Les: "Quit moaning and prove it. Any USB mouse/keyboard will work on this. See?"

28



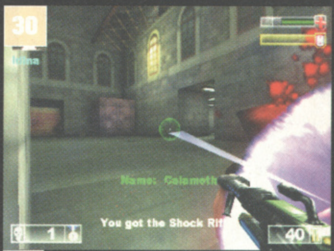
Lee: "Wow, you're right. Feels faster, more precise. Still needs some tweaking, mind"

29



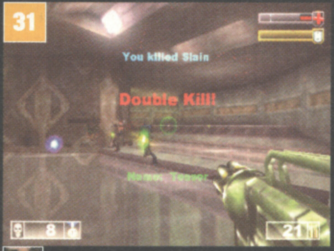
Les: "Shut it, loser. I'm checking into Gib Hotel and painting my room red, no probs"

30



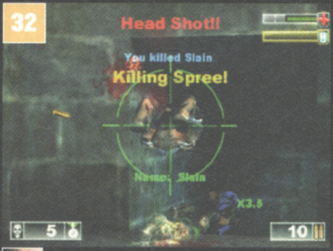
Les: "Where's that freak gone? Argh! I'm bleeding! This has *got* to get a 15 Cert"

31



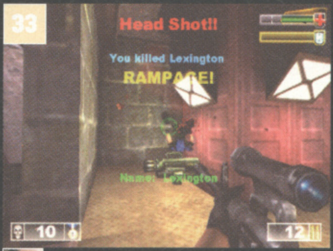
Johnny: "Did you hear that? That 'Double Kill' announcement is sweet. Sounds like Darth Vader doing a commentary. Who da man?"

32



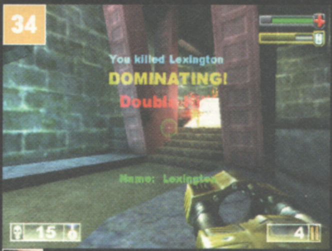
Lee: "Pathetic. That's the weakest one. If you're really hard you wrack up enough frags quick enough to get a 'Killing Spree' "

33



Les: "Now, now, kiddies, if you're really going to impress the ladies, nothing short of a 'Rampage' will do. Gotta be good to get one"

34



Lee: "Or 'Dominating'. Which reminds me, lets try some new tactics in Domination mode. Oh, we haven't unlocked it yet. Grr"

35

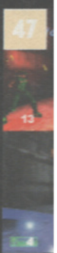
Look, i-

39

43

playabl

47



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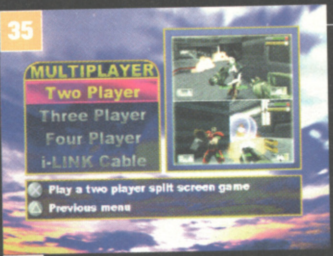
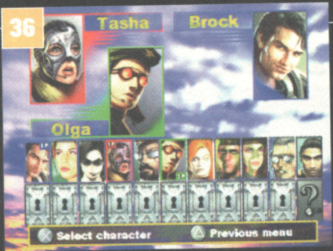


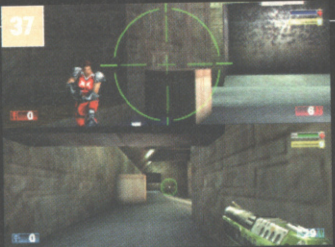
Lee: "Reckon you're a bit tasty, eh Les? Let's get it on. We can both use a mouse. Look, i-Link – networked PS2s for multiplay. Cool"

36



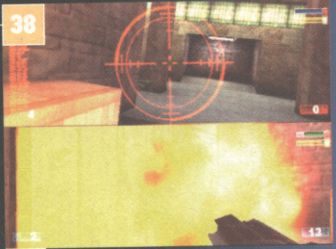
Lee: "Computer controlled bots should liven things up. Damn, you can only get a few in. PC handles loads. Bummer"

37



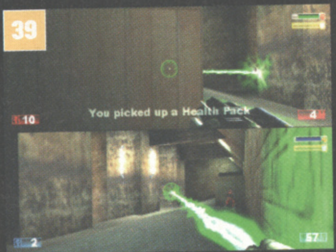
Les: "Runs as silky smooth as Lara Croft's silicon enhanced peachy... Whoa, I got the sniper rifle. Can you see me Lee? I can see you..."

38



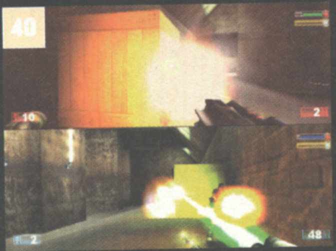
Lee: "Get away from me with that Redeemer you undead... What the...! Oh, it's only the bot. On Novice difficulty. I'm scared"

39



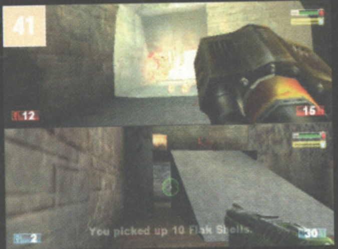
Lee: "I see what you're doing, you camping dog. Split-screen sucks for ambushes"

40



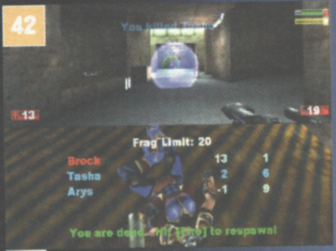
Les: "Only if you know the arena. Watching my screen leaves you open to bots too"

41



Les: "This bot's a bit crap with the Redeemer, he wasn't even...yaaargh!"

42

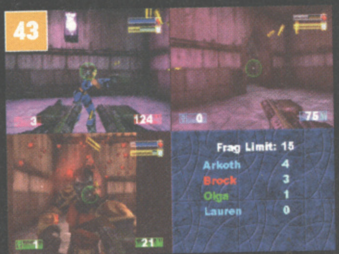


Frag Limit: 20

Brock	13	1
Tasha	2	6
Arys	-1	9

Lee: "Grrr. 13, 2, -1? I blame the controls. I'm better with a pad than a poxy mouse"

43

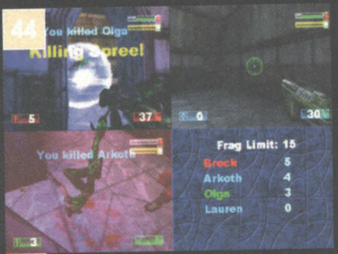


Frag Limit: 15

Arkoth	4
Brock	3
Olga	1
Lauren	0

Johnny: "Three and four-way would be impossible on a small TV, but this is pretty playable on wide-screen. Oi, get outta my face!"

44

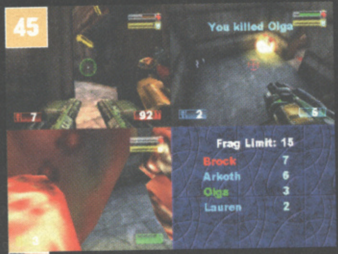


Frag Limit: 15

Brock	5
Arkoth	4
Olga	3
Lauren	0

Les: "Yeah, but I dunno if it's the map design or the diddy screen, but this level plays pretty flat. Lot of fun but kinda simplified"

45

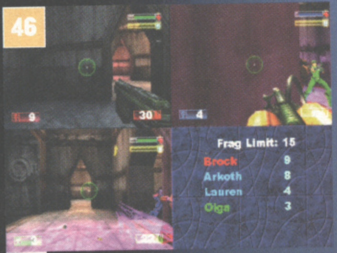


Frag Limit: 15

Brock	7
Arkoth	6
Olga	3
Lauren	2

Lee: "Bollocks! I've just racked up two overhead frags. These rooms are really tight though. Wonder if the Impact Hammer..."

46

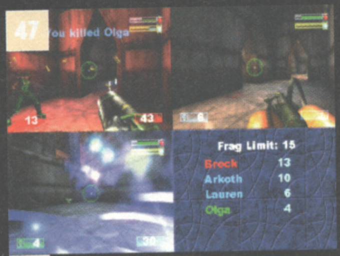


Frag Limit: 15

Brock	9
Arkoth	8
Lauren	4
Olga	3

Lee: "Yup. This map's so tight you can rack up a good score just running around with the Impact Hammer fire button permanently on"

47

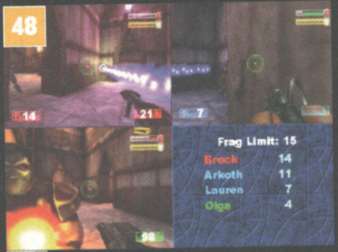


Frag Limit: 15

Brock	13
Arkoth	10
Lauren	6
Olga	4

Les: "Maybe, but I'm chalking up the frags just as quick without it. And *I'm* winning"

48

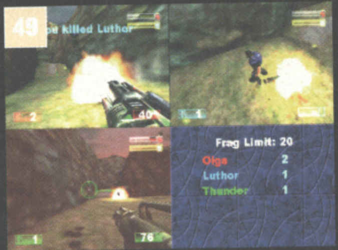


Frag Limit: 15

Brock	14
Arkoth	11
Lauren	7
Olga	4

Johnny: "Yeah, but the bot's coming second. Who upped its AI setting?"

49

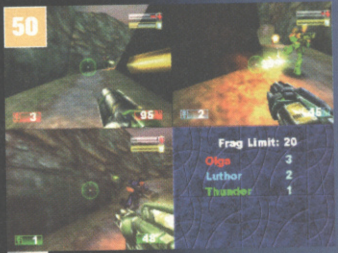


Frag Limit: 20

Olga	2
Luthor	1
Thunder	1

Les: "This level's open and more of a test of skills. Put the Hammer away, Lee"

50

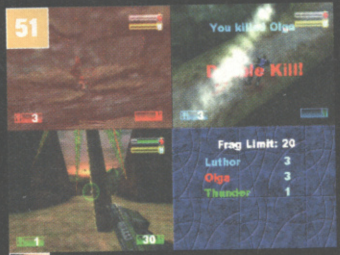


Frag Limit: 20

Olga	3
Luthor	2
Thunder	1

Lee: "This auto-aim's really useful in split screen. Takes a bit of getting used to..."

51

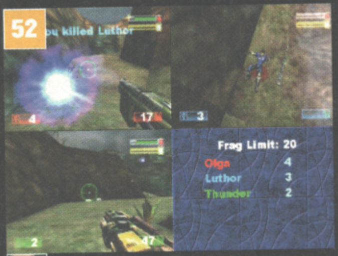


Frag Limit: 20

Luthor	3
Olga	3
Thunder	1

Lee: "...but once you figure how close you have to be to the target for it to lock on, it makes split-screen far more playable. Boo-ya!"

52



Frag Limit: 20

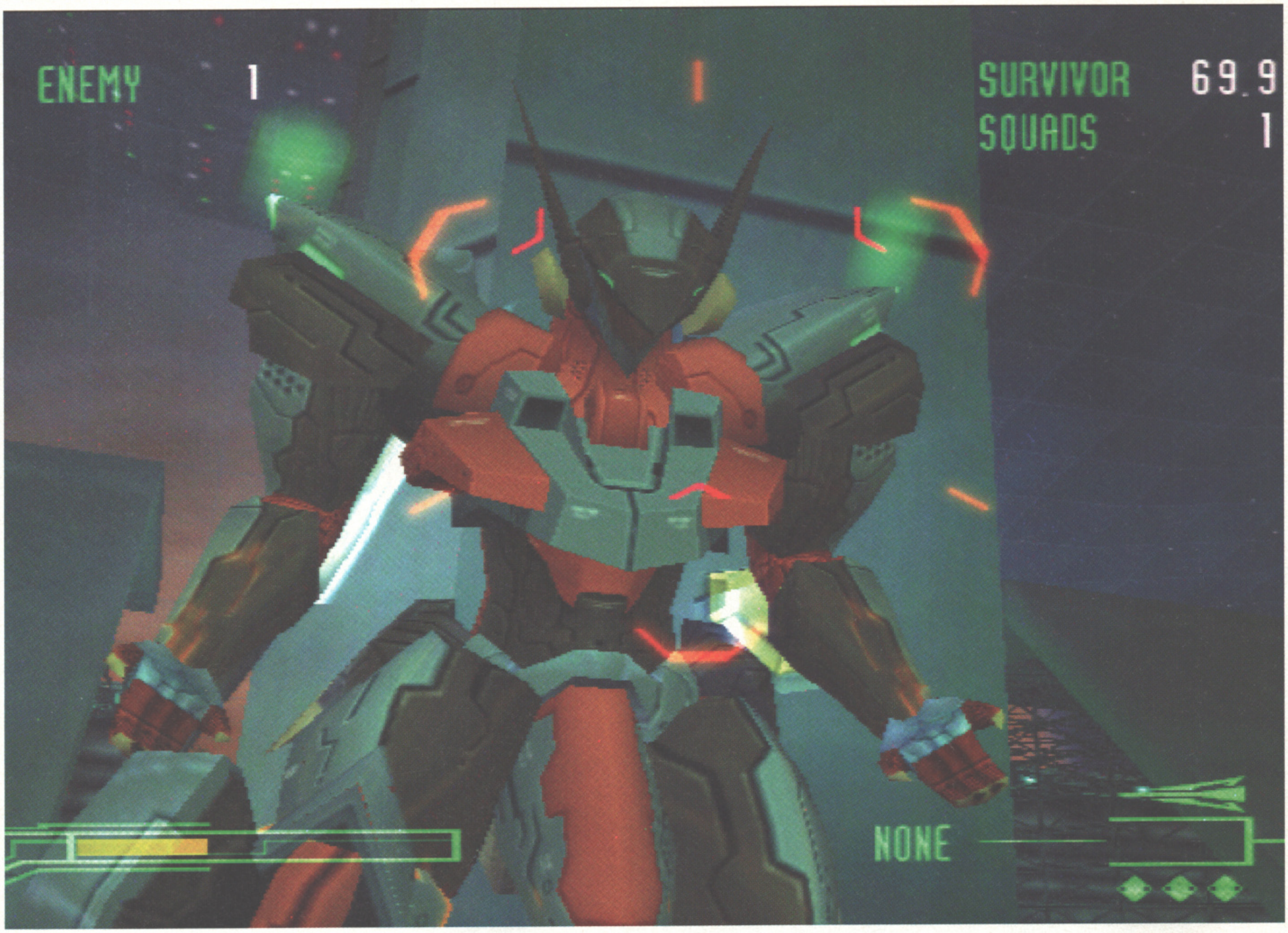
Olga	4
Luthor	3
Thunder	2

Johnny: "A new 180° turn button on these pads? So t*hat*'s why I can't sneak up on you from behind. And you only tell me that *now*?!"

CVG RECKONS

A much needed shot in the arm, leg, and groin for PS2. UT's looking wicked, with blinding speed, hardcore fighting action, impressive visuals and some great extras. The core gameplay may be the same as on the year-old PC version, but if it ain't broke...

END



ZONE OF THE ENDERS

OUT ***EASTER2001*** *FORMAT* ***PS2***

In the 22nd century, possibly due to the latent effects of Chris Evans, man has ventured into the outer reaches of our solar system. On the mining colony Antilia, orbiting Jupiter, young scamp Leo Stenbuck is forced to pilfer from a junkyard by some double-hard bullies. But thanks to the much-lauded interplanetary Neighbourhood Watch, he's caught red-handed. Luckily, before community service in the local OAP's home can be imposed, a blazing attack from the Mars-based aggressors, BAHRAM, shakes the colony to its core. Caught in the middle of this frenzy, Leo finds refuge in a giant robot suit and that's when you take over. The frantic fight to free the colony from the invaders will see you battle hordes of rampaging mechs and enormous bosses, roaming through the glorious cityscape as you do. Think you can handle it?

GO AHEAD, MECH MY DAY

FINALLY, A PS2 GAME THAT JUSTIFIES THE HYPE

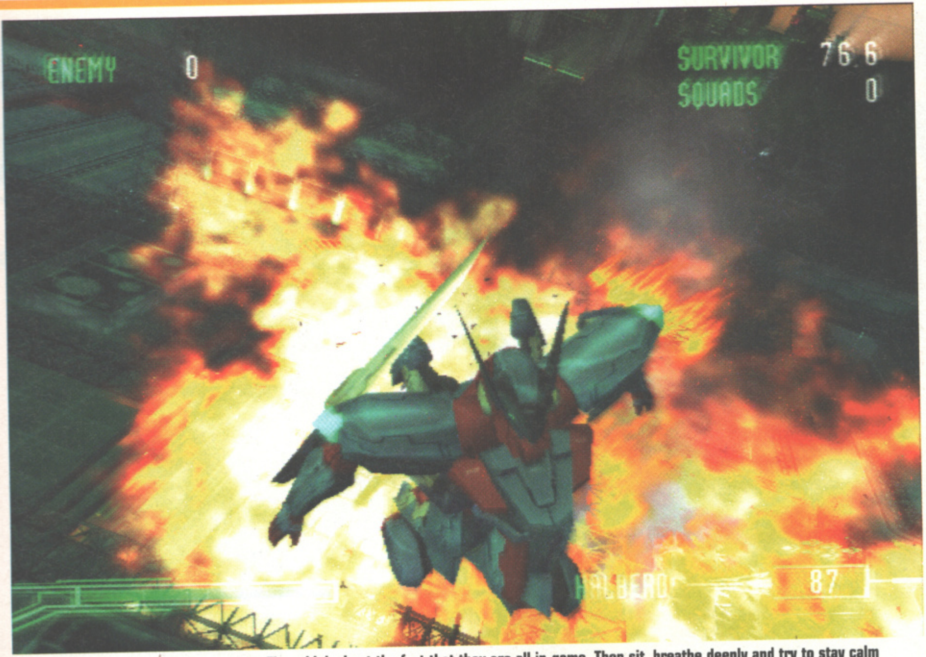
WORDS & SCREENSHOTS **JPM**

GET READY FOR THIS

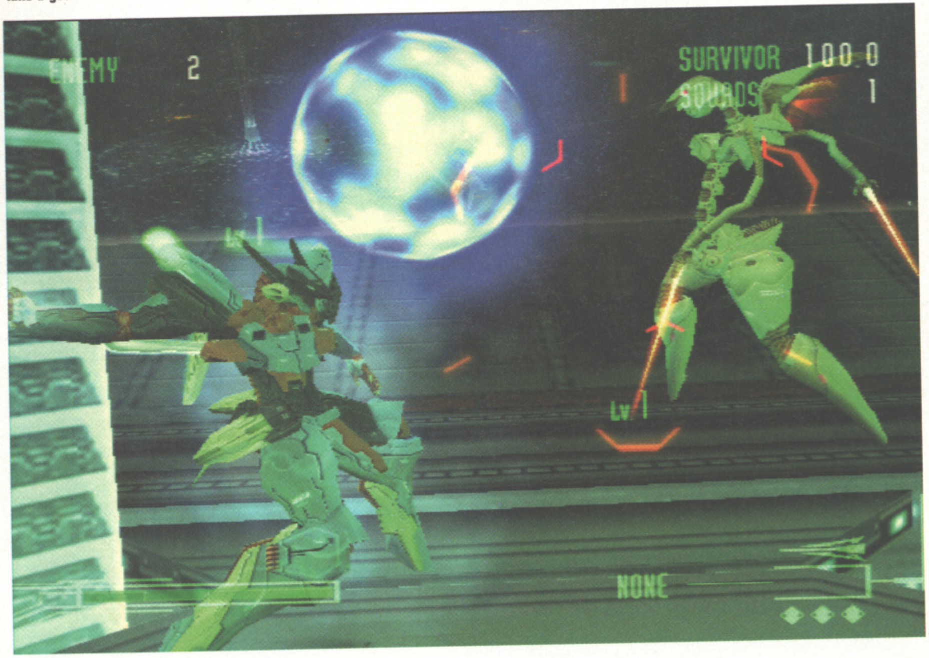
Prepare to be astounded. In terms of graphics at least, *Z.O.E.* wees all over every other PS2 title released so far, and from a great height too – we really cannot emphasise enough how exceptional this game looks. Remember that cool '80s cartoon full of morphing robots, Transformers? Imagine that, with you in control of one of the mechs, battling a host of other 'bots through some of the most graphically astounding levels yet seen on a home machine. Sound good? Ooh, you've no idea. Not only is each robot brilliantly drawn and fabulously animated, but there are also some truly exceptional special effects – gape in awe at the motion blur as buildings are razed in a flurry of rubble and flame. This is eye candy of the highest order. Awe-inspiring free-roaming locations, superb animation and dynamic camera views – this is what PS2 was made for.

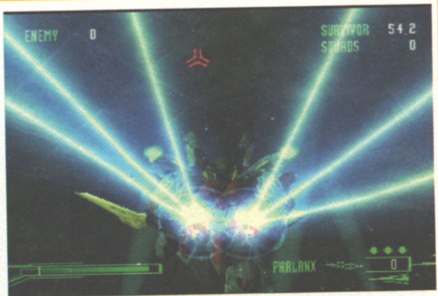
GRACE UNDER FIRE

As Leo, you find yourself inside an Orbital Frame (robot suit), caught in a warzone. The onboard computer teaches you the basic functions through a series of *Metal Gear Solid*-style VR lessons, with more weapons and gadgets accessed by installing function modules into your system along the way. You'll be flying your 'bot around with all the grace of Torvill and Dean before you can say 'Dreamcast who?'. Moves are easy to pick up and at

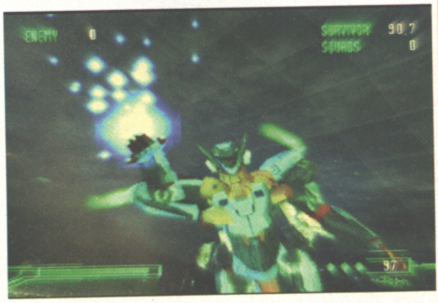


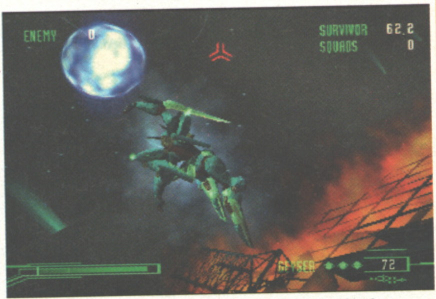
Take a good look at these screenshots. Then think about the fact that they are all in-game. Then sit, breathe deeply and try to stay calm



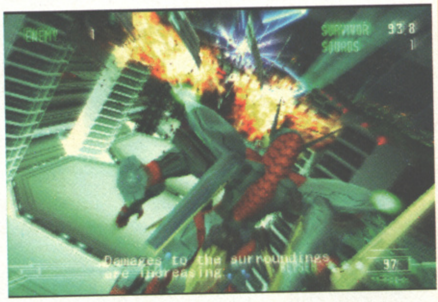


Incredible special effects make these mech duels a sight to behold





The cityscape takes a pounding during the ferocious battles



Damages to the surroundings are increasing

first you'll just whiz around smashing up buildings as you marvel at the stunning visuals. What we've played of *Z.O.E.* completely blew us away. The prospect of the finished version is enough to make grown men cry (*speak for yourself – Dan*).

FLEXIBLE FRIEND

One exciting feature promised is the developing AI of your onboard computer, which changes depending on how you choose to play the game. Kill like Hitler after ten pints of vodka and Red Bull, or choose to tread more carefully than a tree-hugging hippy in a field of rare daisies – either way, your computer will advise you accordingly. Loads of levels, HUGE bosses, and a multiplayer battle mode, (oh God, make it so!) are all promised, and it's all being overseen by the guy behind *Metal Gear Solid*, so get ready for great things. Expect this to more than fill the gap before *MGS2* hits our living rooms. You're gonna love this.

CVG RECKONS

Barring inexplicable disasters, you'll likely find yourself prepared to sell your parents to own Z.O.E.

END

SET COURSE FOR CLOUD NINE

TAKE A FLIGHT OF FANCY AS THE PLUCKY DC GETS ANOTHER AMAZING RPG. GO ON SON, GET IN THERE!

WORDS **PAUL DAVIES** SCREENSHOTS **SEGA**

SKIES OF ARCADIA

OUT **SPRING 2001** *FORMAT* **DREAMCAST**

Know where to find the next generation of gorgeous, inspirational RPGs? *Final Fantasy VII* may have kicked things off nicely for the original PlayStation, but there's barely an EXP bar or ITEMS LIST in sight for PlayStation 2. So it's down to *Skies of Arcadia* to roll out the next-gen RPG red carpet for Dreamcast – new home of the RPG.

FLYING HIGH

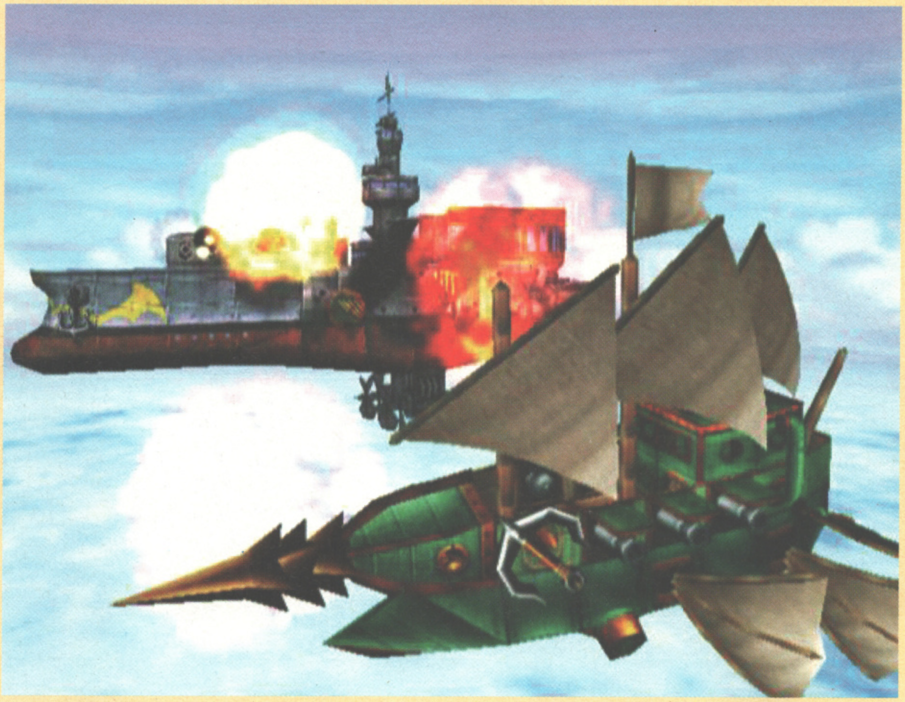
You can't get more romantic than sailing ships and flying among the clouds. *Skies of Arcadia* kind of combines the two into one big bundle of epic make-believe in that you play a captain of a ship that sails in the sky. With us so far? To match the theme, there are swashbuckling pirates and kidnapped princesses roped in for good measure too. This is pure fantasy, and it's wonderfully directed. But before we get too mushy, let's strip this thing down and give you the view from the crow's nest.

SOUND FAMILIAR?

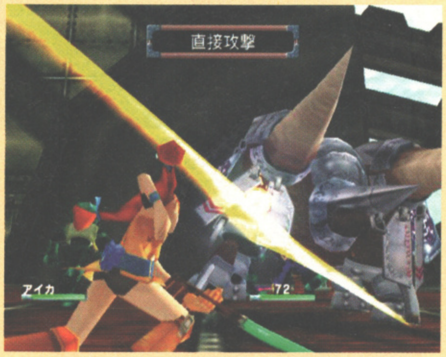
What we've got here is a very traditional RPG which includes a fairly straightforward turn-based combat system. Equally predictable is the exploration element in which characters find useful items locked in huge chests, conveniently located in floating villages and dungeons. Health restoration items are won in battle or bought in an Item Shop. Your characters can upgrade their weapons by trading them in for new ones at the Equipment Shop. Oh, and your characters earn experience points in battle, gradually becoming stronger and learning new moves. Hope we didn't shatter too many illusions there.

OH SO SPECIAL

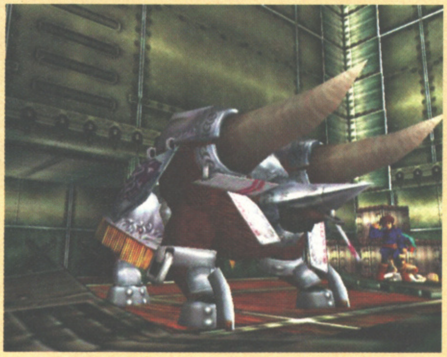
Now we've got that over with, let's talk about why *Skies of Arcadia* is in fact very special. Starting with the presentation. Every real-time 3D adventure starts with a great intro movie these days. In *SoA*, such attention to movie-like direction is



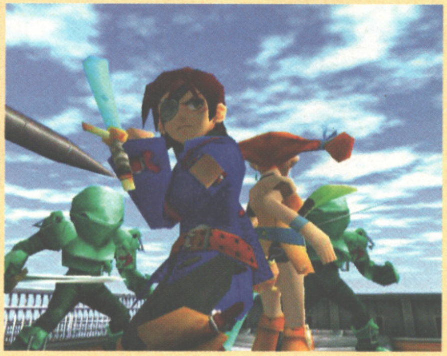
The world of Arcadia is completely set among the clouds. These huge floating dreadnoughts trade broadsides at 10,000ft between floating islands supporting great cities and temples. It probably ain't a good game to go for if you suffer from vertigo



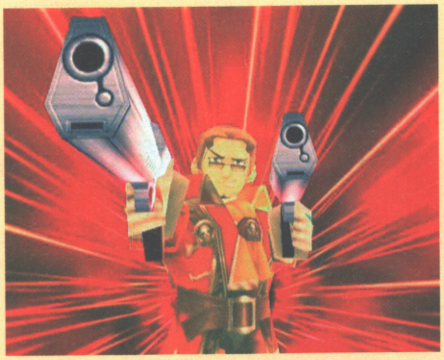
The battles are turn-based though full of wild effects

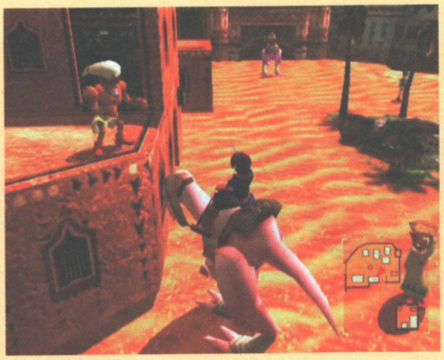


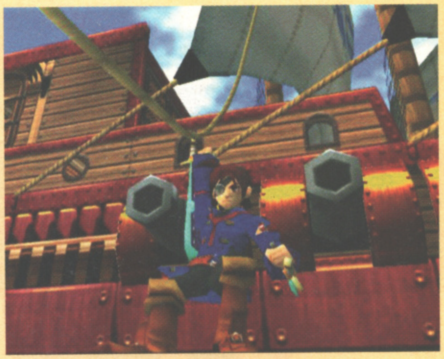
This huge metal Rhino-bot is well hard but you have to fight it



The style is very colourful and manga-like. This guy is the hero







carried right the way through the game. When you think back over the last session having just saved your progress, your memories are similar to having watched a brilliant Japanese anime. The design of *Skies* is theatrical, bursting with colour and atmosphere. The locations we've encountered so far and the characters within them have been immediately adorable. You can see the quality just from our screenshots, but when you see it all moving it's absolutely glorious.

AVAST THERE, LANDLUBBERS

Onto the plot and the key characters. The story centres around a gang of Blue Sky Pirates, led by a guy called Vyce and a gal called Aika. They're loveable rogues who sail the seven… skies in search of treasure. However, being chivalrous sorts, they are also obliged to help damsels in distress. At the start of the game we see a ship belonging to the Valuan Empire (the bad guys) attack a tiny airship, knocking the occupant unconscious. The victim happens to be Fina, an exotic looking girl of unknown origin. The game is on when Vyce and team pull alongside the Valuan behemoth and deathslide onto its decks for an almighty battle. Your first task is to free Fina from the Valuans' clutches. That done, you're faced with two mysteries – just who is Fina, and what do the Valuans want with her?

FFFF-FANTASTIC

In solving this riddle you get to explore the skies in the Blue Pirate's airship, Albatross. Travel between floating isles is a game in itself. You'll be accosted by fantastic creatures of the Ether that you'll do battle with on the deck of your airship. Or you'll be navigating beneath giant waterfalls or through hanging rock tunnels. You can even go fishing, trawling for shimmering flocks of strange birds. Adventuring in this way, spying land through the clouds, is a magical experience to savour.

CVG RECKONS

A great-looking RPG that combines tradition with next-generation finesse. It's gonna be a cool cruise.

END

ONLY FOR
GAME BOY COLOR
Fun – Packed Revenge!
Candy!
LOONEY TUNES COLLECTOR ATTACK!
LOONEY TUNES COLLECTOR MARTIAN REVENGE!
INTERACTIVE ENTERTAINMENT
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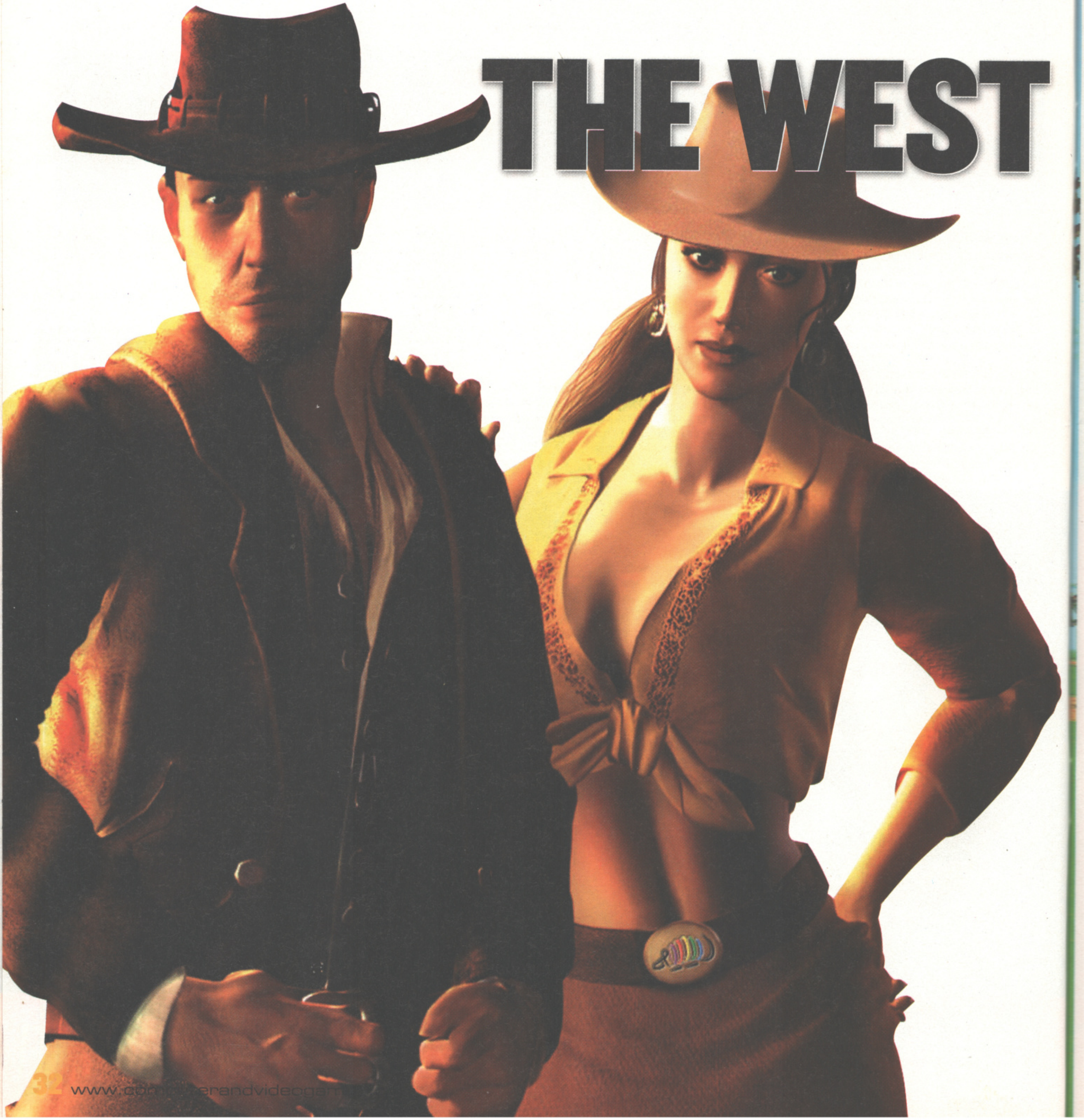
THE WEST



JUST GOT WILDER

WANTED: REAL-TIME STRATEGY AND TACTICS WITH SIX-SHOOTERS AND STETSONS

WORDS**LEE SKITTRELL** SCREENSHOTS**INFOGRAMES**

DESPERADOS

OUT **MARCH 2001** *FORMAT* **PC**

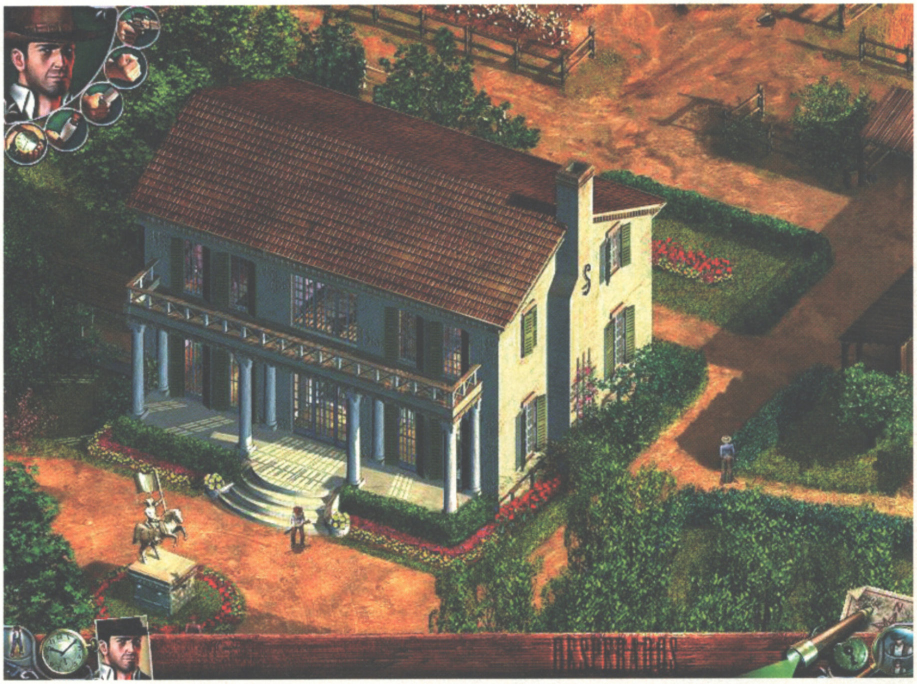
Say the words 'El Paso' and most Brits will think taco shells, burritos and ready-made Tex-Mex dinner kits. Yum. There may not be a lot of sizzling, gringo nosh in *Desperados* but there is an entirely believable, utterly absorbing 1880s town of El Paso. Even if you're one of the very few in the world who've never seen a Western movie in your life, you can't help but be instantly transported to the fully-realised, self-contained world you and your posse burst into. Strap on your holster (and adjust your garter) – *Desperados* is almost ready to rustle.

GO FOR A PASO

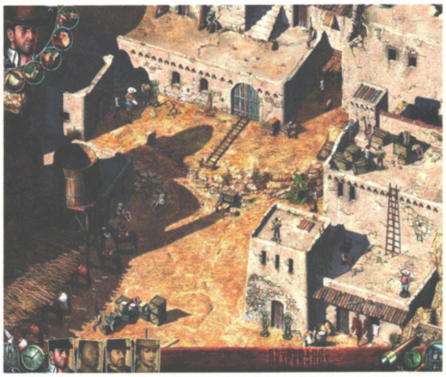
The action starts on a féte day in the border town of El Paso, gateway between Mexico and the USA, and crime central for a gang of train robbers. While magicians wow locals with the good ol' cup and ball routine and prize fighters take on all-comers for cash, the Twinnings & Co Railroad Company boss calls on the services of cowboy bounty hunter John Cooper to sort the train robbers out. Cooper then sets off to form his posse and the adventure begins. But there's a whole lot more going on in this dusty, shifty world than meets the eye.

DOWN WIT DA POSSE

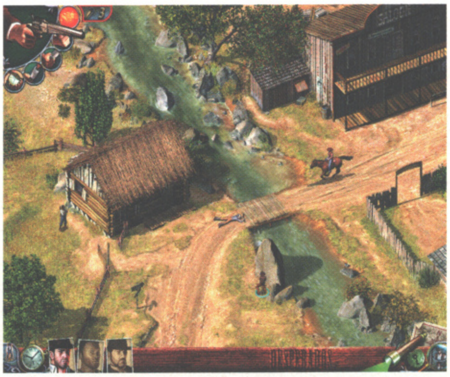
You start the game in control of Cooper and the entire first stage is a cleverly designed tutorial mode to help ease you into the controls and the type of strategic thinking you'll have to employ to get through the game's 25 tough missions. As you gather your posse in the first missions, you'll be presented with an excellent tutorial teaching you each of the six characters' five unique skills. Cooper first liberates Sam, a slave, who is then playable in the next stage. Then you'll have to rescue medic and trickster Doc McCoy from the gallows, who too will join the gang. Purdy gambling moll Kate O'Hara hides out in the Mississippi steam boat while Mexican bandit and heavy weapons expert Sanchez and monkey-stroking (no, really) Chinese belle Mia Young pop up later on. Meeting each character is cleverly woven into the story as it unfolds and you really feel like you're rounding up worthy troops for the tasks ahead.



Ex-slave and explosives expert Sam is hidden somewhere unconscious in the grounds of the majestic plantation mansion. You have to find him and take him to the water trough to wake him up without being spotted. Get him there and he'll become part of your team



Zooming out lets you scan your surroundings for better planning, but forget to hide yourself while you do it and you could get spotted



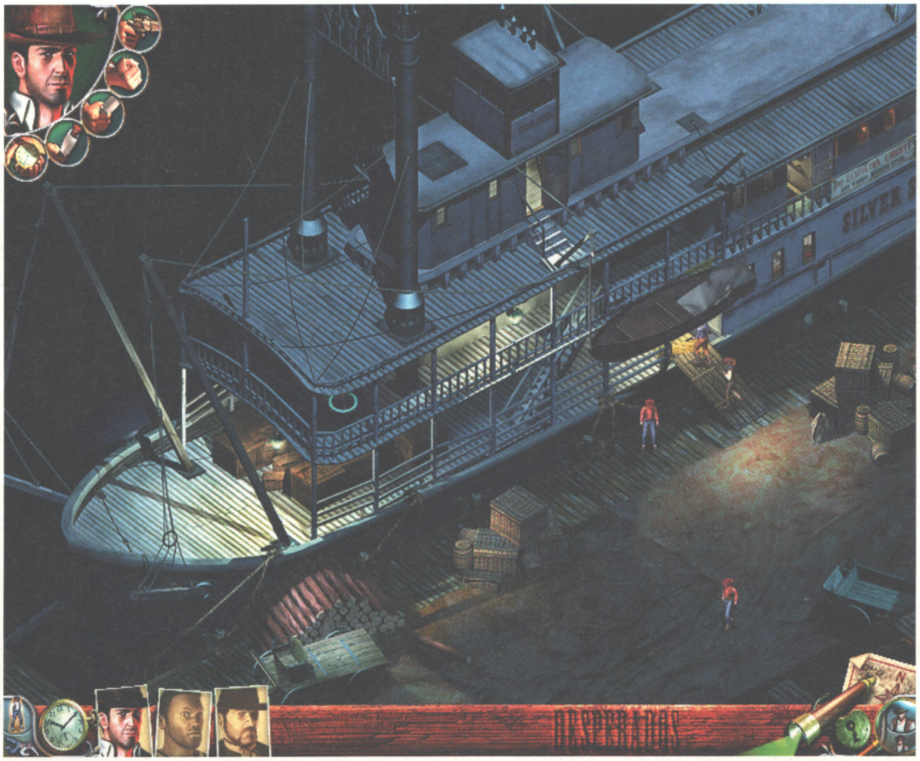
Cooper hides behind the rock and Sam's behind the shack but the goon on horseback has spotted the corpse on the bridge. Dang!

LET'S EXPERIMENT

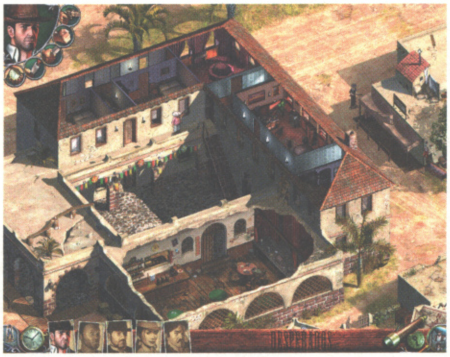
Desperados uses a point and click interface that suits the static top-down view perfectly. Just think 1998 action strategy classic *Commandos* in a ten-gallon hat instead of a red beret. The cursor here is intuitive and reacts to objects as it passes over them. Hover over a doorway and the cursor will tell you if it's locked. Point at a horse and it'll tell you if you can ride it. You'll have to get to grips both with the cursor and your heroes' skills in order to meet the mission goals. These vary wildly from stage to stage, but they'll always reveal some new plot twist or revelation. The best news is that apart from the tutorials there are no set ways to complete the missions. You're completely free to experiment with the methods you find work best to attain your goals, combining skills and trying different routes.

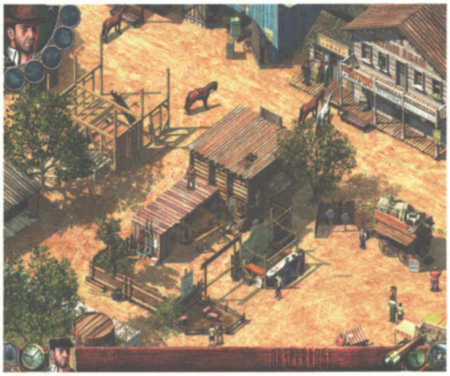
A BELIEVABLE GAMEWORLD

Like *Commandos*, *Desperados* uses a line-of-sight feature that lets you know what an enemy can see. In spite of the fixed viewpoint, the lines-of-sight in *Desperados* are 3D, making sneaking around even trickier. Crawling around just below a guard's vision then silently creeping up behind him and whacking him over the head is scarily good fun. Stealth plays a major part in the missions and there are special, silent weapons to help you take down bandits quieter than a fly's chuff. Cooper's throwing knife is deadly in the right hands and Doc's gas-filled floaty balloons of doom are brilliant to startle and distract goons with. You can also hide bodies to prevent getting caught out by a wandering civilian, who'd otherwise raise the alarm. There are over 30 types of enemy and 25 types of civilian, including plantation slaves, tobacco-chewing cowboys and leering bandits and each one is programmed with a vast amount of stats to determine his or her own personality and AI. Some are lazier than others, some more aggressive, and some more gullible.



The Mississippi show boat level is a stunner. This is where you find the alluring Kate. Her speciality is to give sex-starved bad-asses a quick peek at her lurverly legs to turn them into dribbling idiots that'd bend over backwards for a piece of her action



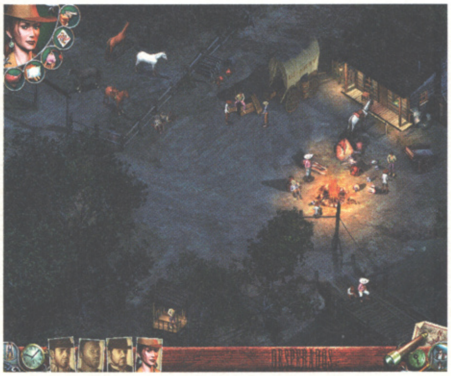


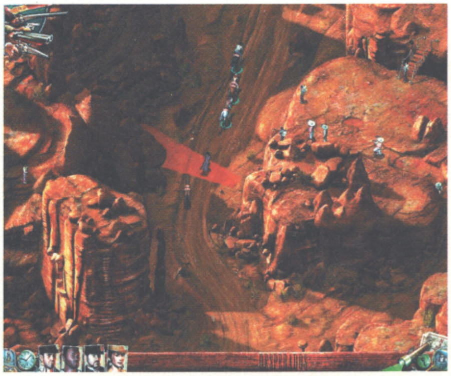
THE PLAN OF ACTION

Desperados has plenty more aces up its sleeve. The best is the quick action feature - store and sequence actions for individual characters before unleashing them with one button-click later. This works fantastically well when performing crucial tasks like taking out minions silently using a throwing knife. The map has three levels of zoom, the only drawback being pixellation at the most intense zoom level. Otherwise, the graphics are gorgeous, with a stunning level of detail – right down to cart tracks in the dust and vines creeping up buildings. Even the mini map you can call up in the corner of the screen is delicately drawn, and everything in the game has an authentic Western charm. The CGI cut scenes between stages help elevate the story to Hollywood standards with an unprecedented level of facial animation and detail right down to the pores in characters' skin.

SMELLS LIKE TEAM SPIRIT

In spite of the relatively simple tutorial missions, *Desperados* looks set to be a toughie. The level of strategic forward planning and fine details of teamwork involved in later missions can be daunting at first. As ever though, the satisfaction of solving a tricky section is more intoxicating than one of those little worms in a bottle of Tequila. Most importantly, though, this trial-and-error remains fun to play, and watching how other players go about solving the same puzzles is good, back-seat fun too. There's no word on multiplay at the moment, but expect an announcement just before Christmas. We reckon they're working on a special multiplayer add-on game, but even without multiplayer larks, *Desperados* promises to be a fantastic game that delivers sun-baked challenge by the saddlebag full and you should start getting as excited about it as we are.





CVG RECKONS

Competition for Commandos 2*!* Desperados *is already tastier than a fajita stuffed with steak and chilli peppers – and they've still got six months to perfect the recipe. Expect a smash hit.*

END

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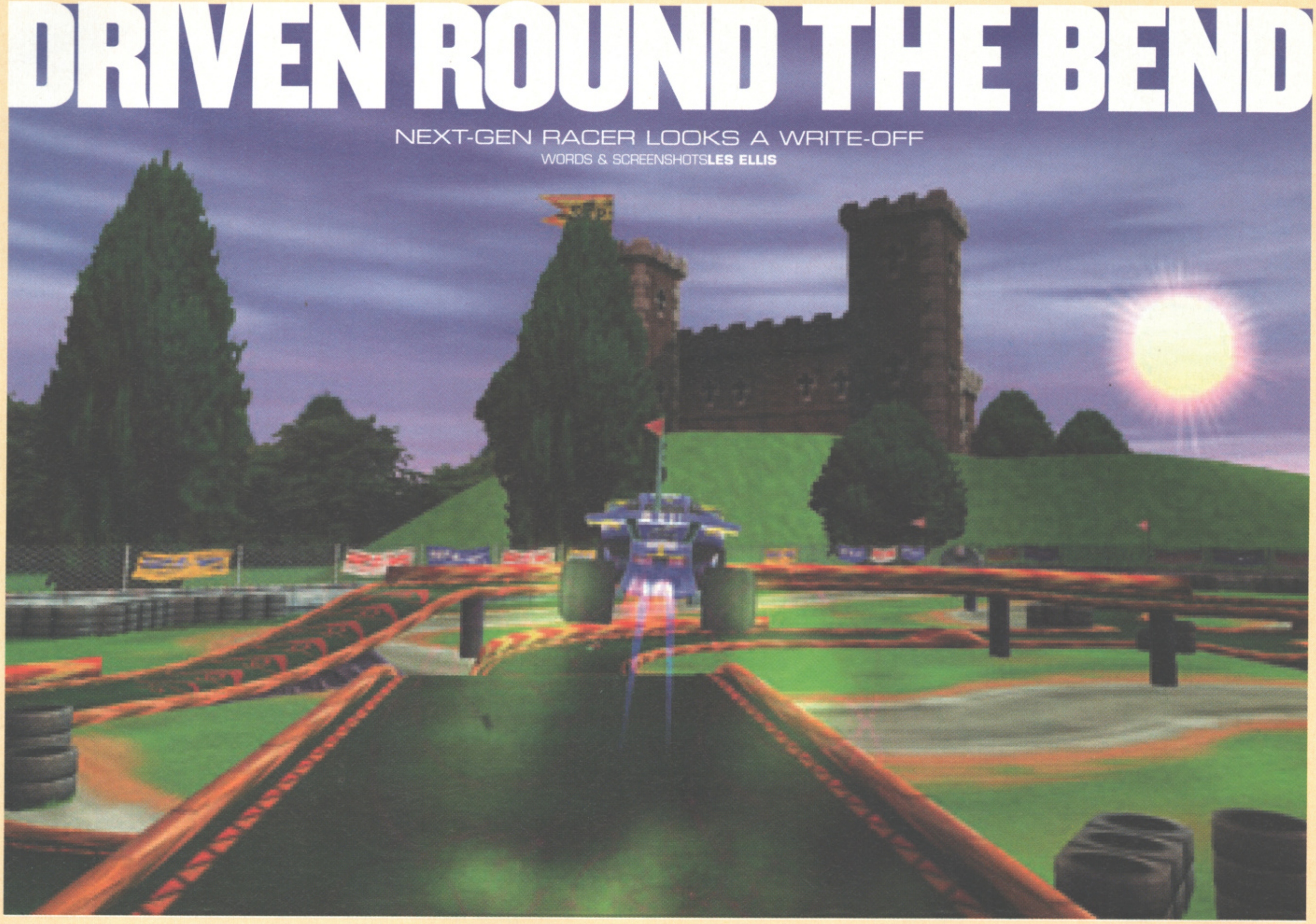
DRIVEN ROUND THE BEND

NEXT-GEN RACER LOOKS A WRITE-OFF

WORDS & SCREENSHOTS **LES ELLIS**



STUNT CAR GP

OUT ***JANUARY/FEBRUAURY*** *FORMAT* ***PS2/PC/DC***

The curse of the PlayStation 2 strikes again. At least we can only assume it's a curse because if it's not then we can only conclude that a lot of the current crop of PlayStation 2 games started off life as PlayStation projects and got converted in a hurry when the PS2 development kits started arriving. Those are the best two explanations for the rash of sub-standard racers and dire movie licences players are currently trying not to step in when they're browsing for PS2 fodder at their local games shop.

CLAPPED OUT

Some of the ideas in *Stunt Car* are certainly new, but that doesn't necessarily make them any good. Like this idea of taking control out of your hands when you take a side-road off the track and steering you round a tunnel - what's all that about? And changing camera angles seemingly at random is very confusing.

EYE, EYE

And as for those graphics. Man, do they need work if they're going to look anything better than slightly tarted-up 3D from the original PlayStation. But hey, if the gameplay was spot-on then those things really wouldn't matter. But it isn't, so it does. The gameplay itself doesn't contain much in the way of innovation to get excited about, even by the often unadventurous racing genre's standards. Adding stunts to try to give it an extra dimension is a good idea, but from the code we played so far, *Stunt Car GP* still doesn't manage to bring anything new and worthwhile to the basic racing gameplay. Having the car flying all over the place, twisting and turning for no real reason doesn't exactly enhance the experience.

OLD CLUNKER

We'd say (and hope) this is still quite a way from being finished, but if it's out early next year, there clearly isn't much time for the developers to sort it out. What we've said may sound a tad harsh, but it's a lot more polite than what you'd say if you bought it from a shop in anything like the state we've played it in.

CVG RECKONS

It looks like it'll take more than a quick pit stop to make this anything more than a next-gen write-off.

END

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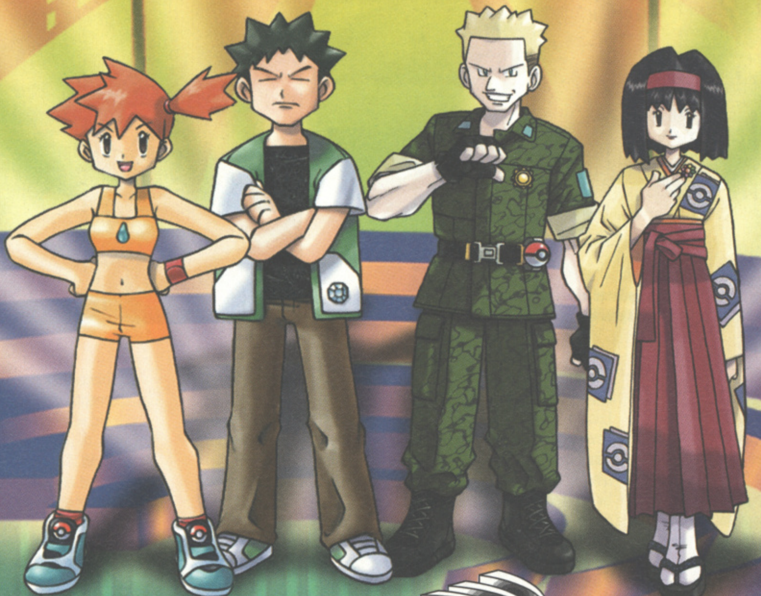

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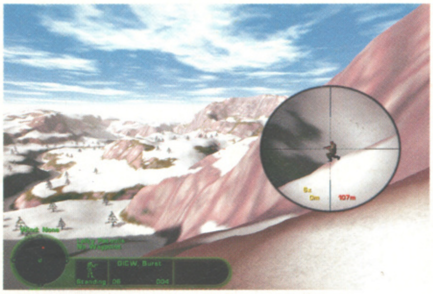
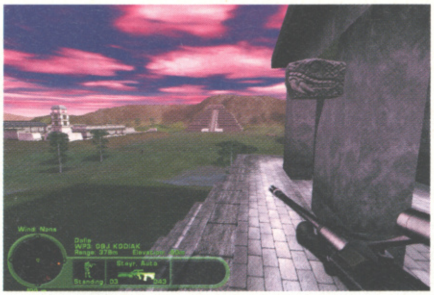
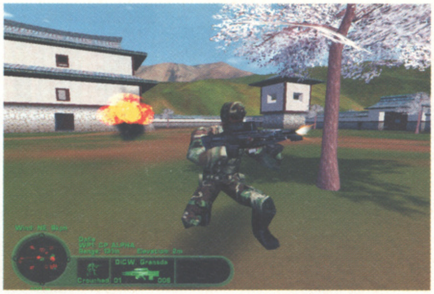


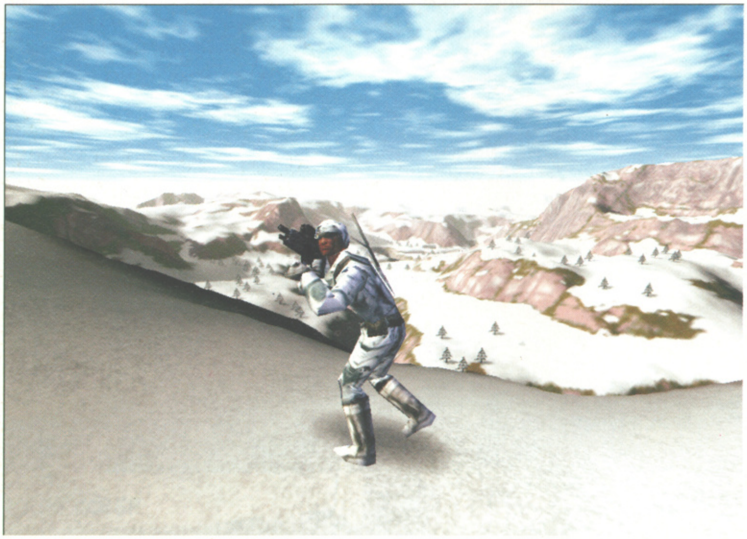




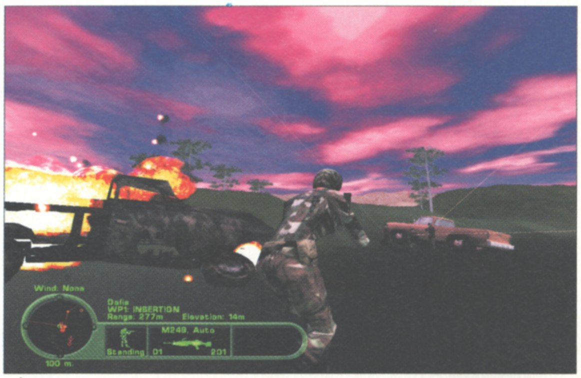
NATIONAL STEALTH SERVICE

KEEPING MEDICS BUSY EVERYWHERE

WORDS**JOHNNY MINKLEY** SCREENSHOTS**NOVALOGIC**



That's one hell of a view over the mountains, don't you think? The updated visuals means sniping soldiers miles in the distance has never looked so good. Now where did I put that disposable camera?



DELTA FORCE LAND WARRIOR

*OUT***FEBRUARY** *FORMAT***PC**

Yanks may be a bunch of hot-dog gulping, flag waving, gung-ho candy-asses, but the US Delta Force is at the cutting edge of counter-terrorist weaponry and tactics. The Land Warrior program is their collection of next-gen technical jiggery-pokery that makes your average foot soldier more deadly than a fleet of tanks. Developed with the US military, *DF LW* drops you deep within enemy lines and puts this technology at your fingertips. Which is just where we like it to be.

SNEAK AND DESTROY

The third instalment of the *Delta Force* series has undergone a dramatic overhaul to keep it at the forefront of first-person stealth 'em ups. The previously weak Voxel graphics engine has been reconstructed to provide both vast outdoor environments and detailed indoor sections. It's possible to snipe enemies at distances of almost a mile, and scrambling to the top of a building to pick-off distant foes with your rifle is an awesome experience. You now have five highly trained Special Forces experts to play as and in some missions you'll even be accompanied by another computer controlled team member. Each soldier brings their own individual skills to the Delta Force team. Longbow, for example, is a sniper expert, while Snakebite is a covert ops and close-quarter combat specialist. This character variation added to the 30 or so quick missions as well as several campaigns in the game means replay value shouldn't be an issue.

KEEP YOUR HEAD DOWN

Realism is heavily emphasised, and players must learn to be surreptitious and tactical: there's none of your big girly health meters here. One head shot can kill. Don't expect to wander round picking up ammo wily-nily either: you're gonna have to scavenge from the bodies of your victims, swiping weapons from their bloody corpses. There are 28 weapons available, from the good old AK-47 assault rifle, to death-dealing boom-sticks that haven't even entered active service yet. Gadgets such as GPS (Global Positioning System) are also provided. Further efforts have been made to ensure accuracy by providing localised language and accent for terrorists in their respective countries.

LOSING YOUR FRAG

Multiplayer has been one of the main attractions of previous instalments, and *LW* is no exception. It's supported by an updated version of the NovaWorld server allowing for up to 50 players to play in a variety of modes like Deathmatch and King of the Hill. The only drawback here is the inability to use CPU-controlled bots, which is a bit bogus considering the vast size of most of the levels. If there's only a couple of players involved, this can lead to much aimless wandering round empty expanses of land. Nevertheless, with some important improvements on its predecessors, and a mission editor in the pipeline, *DF LW* is shaping up to whup some serious ass. Watch out for our review next issue.

CVG RECKONS

Set to be a killer purchase for stealth lovers.

END

Poor old Crash, everybody's after him. If you play as Crash or even against him, you are in for one hell of a free for all. You and three friends must drive tanks, fly saucers and ride polar bears whilst trying to annihilate each other. Fighting, pushing, cheating – whatever it takes – must be used to emerge victorious and be crowned champion. You can even kick.

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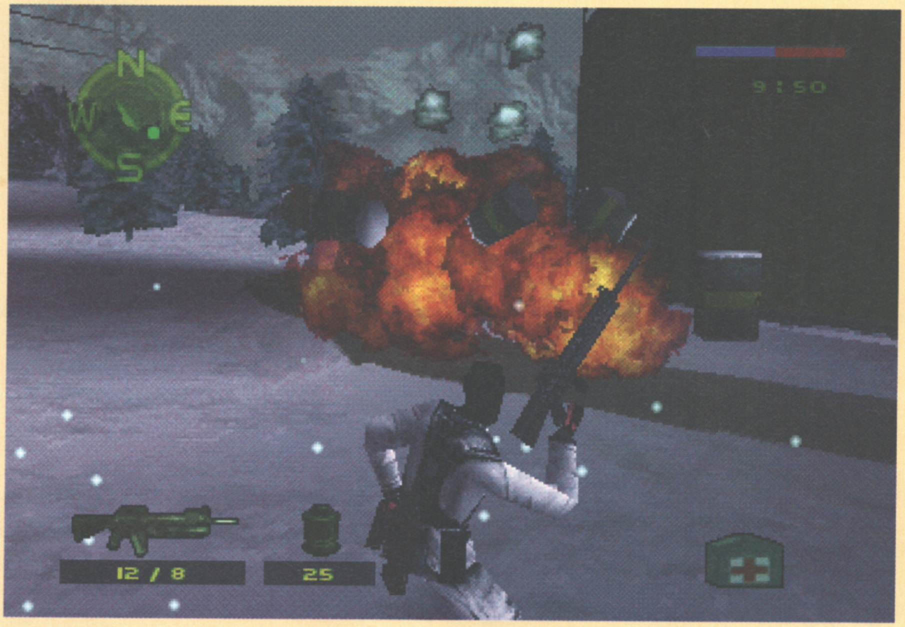
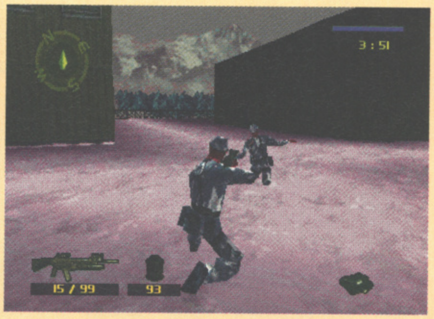


PSYCHOS Я US

FORGET NEGOTIATION, LET'S GO KILL-CRAZY

WORDS & SCREENSHOTS **LES ELLIS**



SPECIAL OPS RANGER ELITE

OUT **JANUARY** FORMAT **PS**

Why negotiate with terrorists when you can send in teams of highly trained and well-armed psychopaths to whack them out live on the evening news? Your men get to kill commies and subversives, and the general public get to watch it from the comfort of their own homes, so everyone's a winner. A bunch of guys using explosives and guns is more exciting to watch than a bunch of suits sitting round a table talking in reasoned tones about releasing hostages. Which would you rather play as?

KILL 'EM ALL

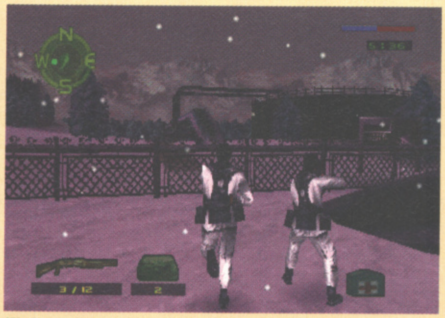
So here's the deal, you tool up your men, send them in to an international hotspot and tell them: if it moves kill it, if it doesn't blow it up. It's the American way to solve a crisis. It works wonders for CNN audience ratings and keeps the gun manufacturers in business. So grab the nearest rifle, listen to your briefing, get in there and tear up some terrorist ass. There'll be you and one computer-controlled team-mate working together to bring justice to the perpetrators. But unlike the average yankee footsoldier, you're going to have to use your brain here. Running around, you need to think on your feet to use cover to avoid bullets and command your buddy, telling him to attack, follow or cover you. While he's covering you, you can set explosives to take out missions objectives or plant mines to take out any unsuspecting bad guys.

SCOPE FOR MAYHEM

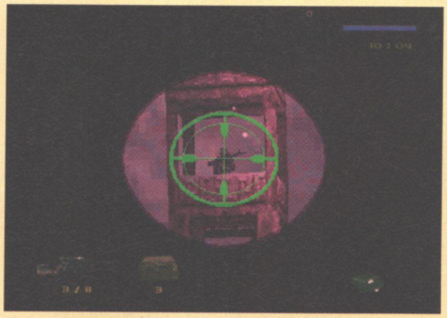
As well as the bullet-in-the-face, blow-everything-up tactics, you can also use ultra high-powered sniper scopes for the ultimate in clinical killing. See that guy in the watch tower? His face won't look quite so happy when you smash a bullet into it. Very satisfying. Worked for us, anyway. Best of all, two players can get in on the action, with a mate taking the role of your team buddy – although you can't give him the same orders, but you can work together to complete the missions.

GUNG HO

This kind of game has been around on the PC for a while, but this will be one of the first to try and bring all the tension and raw adrenaline gameplay to the PlayStation. How they cope with PS's ageing powers will be the crucial test.

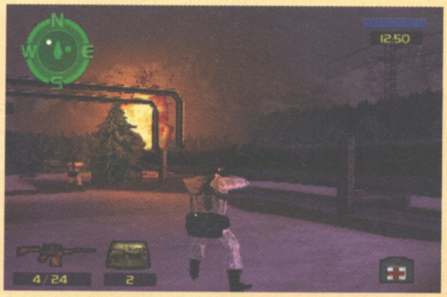


Work together with your buddy to bring death to the terrorists



The sniper rifle wipes smiles off faces at extreme distances

When the poop hits the fan, tactics go out the window



Using explosives will be key to completing some of the missions

CVG RECKONS

Could be difficult to pull off on the PlayStation, but in the name of wanton videogame violence, let's hope this one fulfils its potential.

END

WANTED!
102 DALMATIANS

CATCH 'EM BEFORE CRUELLA DOES!

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3 SET

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WINNERS UPDATE – ISSUE 228

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RED ALERT 2
Kyle Butwell, Tadcaster; Jonathan Toye, London; George Grist, W Sussex; Dan Frey, Herts; Jamie Atkins, Lincs; Vinny Patel, West Midlands; Lisa Warnock, N Ireland; Graeme Russell, Perthshire; Paul Osborne, Sussex; Gary Fitzgerald, Devon

DIABLO II FIGURES
Ricky Stevens, Northants

ROCKET HAWK
R Oyston, West Mids; Andrew Moore, Co Down; Lisa Darby, London; J Malise, Co Durham; L Cutlack, Leeds

XENA BOOKS
Mike Worthy, Wilts; Jack Pollard, Newcastle-upon-Tyne; Sam Miller, N Ireland; N McGuigan, Birmingham; Andrew Venning, Essex

TWIN ARCADE STICK
Gary Nugent, Worcester; Louise Underhill, Cornwall

STAR WARS LEGO
B Hargrave, Liverpool; Kelly Hockley, Glasgow; Brian Campbell, Manchester

POKEMON GB CASES
Sally McHugh, Bolton; Michael Jennings, Midlands; J Welling, London; Peter Doherty, London; Colin Herring, Cheshire; Callum Billington, Staffs; Darren Cole, Wales

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LOONEY TUNES BEANIE KEYRINGS

INFOGRAMES **£4.99**

Keep your keys all cuddly with these beanie key rings. Our Jenny loves 'em and we all look at hers with envious eyes. Dead cute and very cool.

1 TO WIN

ORIGINAL ANIMATION CELL

INFOGRAMES **£200**

This original Looney Tunes animation cell is from a real Warner Bros cartoon and if you win it you'll have a real piece of history hanging on your wall. Highly desirable by official collectors, this cell comes with it's own authentication documents. Cool.

5 TO WIN

LE MANS 24 HOURS - DC

INFOGRAMES **£39.99**

Take on the 24 hour challenge in this Le Mans sim. Heaps of play modes and the chance to play a real-time 24 hour race give this racer a real edge. Blag a copy from us.

3 TO WIN

RADIO CONTROLLED TAZ CAR

INFOGRAMES **£29.99**

Taz toys rock and this remote controlled car is one of the best we've seen. Excellent range and high top speed make this beast of a vehicle a cracking gift for big kids everywhere. And Taz is the coolest character ever. Burb!

2 TO WIN

LE MANS SCALEXTRIC

INFOGRAMES **£150**

Scalextric is still king for racing fans and to tie in with the release of Le Mans 24 Hours on Dreamcast we've got these incredible Le Mans tracks up for grabs. The course is massive and the cars super-fast, making this the best toy we've seen in ages. Winners get a copy of the game too.

5 TO WIN

LOONEY TUNES SPACE

INFOGRAMES **£39.99**

Dreamcast's answer to *Mario Kart*? Almost. *Space Race* is a blinding cartoon racer that offers big challenges and even bigger laughs. Just as good as the fantastic *Wacky Races* game and even funnier to play.

TOM and JERRY™

It's the ultimate Tom & Jerry showdown!

Immerse yourself in the classic cartoon environment filled with head-to-head combat and unique madcap strategy!

GAME BOY COLOR

NINTENDO 64

PLAYSTATION

Tom & Jerry in Fists of Furry

Tom & Jerry in Mouse Attacks

Tom & Jerry in House Trap

NINTENDO64 PlayStation GAME BOY COLOR TOM and JERRY™ ™ NewKidCo™ Ubi Soft ENTERTAINMENT

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Out there &
on the edge...

MP BIZKIT • FOO FIG … CHSHIFTER • ONE MINU
LENCE • RED HOT CHIL … ERFECT CIRCLE • NAPA
EATH • BLOODHOUND GANG • QUEENS OF THE STONE AGE • LESS THAN JAKE • KID ROCK
PLACEBO • EMINEM • PEARL JAM • SOULFLY • RANCID • PRODIGY • NOFX • RUSH • SKUN

TO SOME PEOPLE MUSIC IS A MATTER OF LIFE AND DEATH.

MASHING PUMPKINS • INCUBUS • MONSTER MAGNET • IDLEWILD • (HED) PLANET EART

Out there every Wednesday.

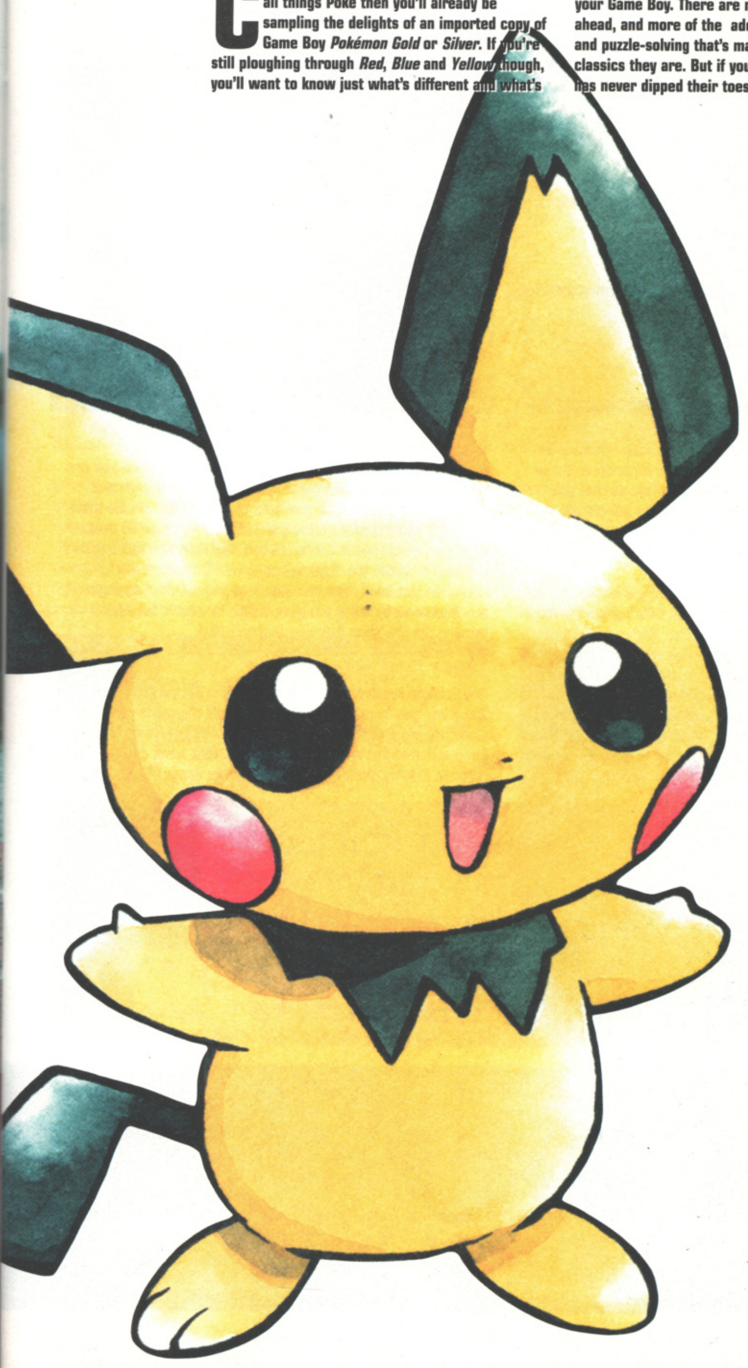
USE • MARILYN MANSON • KORN • SLIPKNOT • GREEN DAY • THE OFFSPRING • BLINK 1
• RAGE AGAINST THE MACHINE • HOLE • MY RUIN

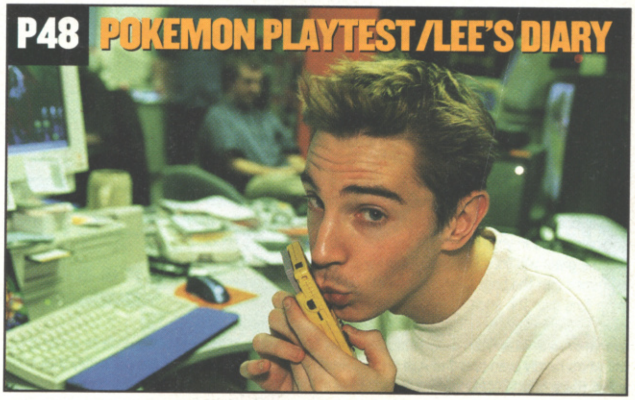
POKEMON SPECIAL

The most in-depth *Gold* and *Silver* experience to ever grace the pages of a magazine. Guaranteed. It's everything Pokémaniacs could ever ask for!

WORDS & SCREENSHOTS **LEE SKITTRELL** PHOTOGRAPHY **KENNY P**

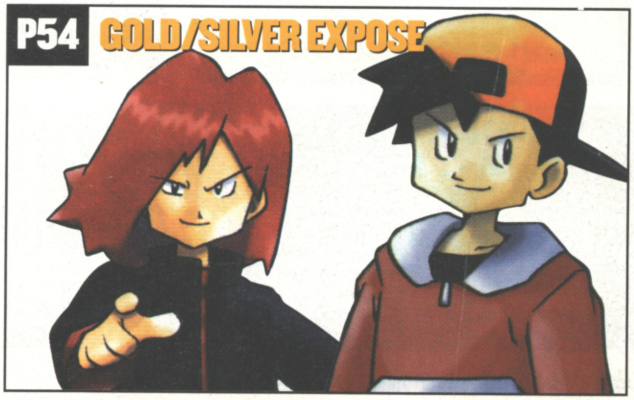
Chances are, if you're a dedicated follower of all things Poké then you'll already be sampling the delights of an imported copy of Game Boy *Pokémon Gold* or *Silver*. If you're still ploughing through *Red*, *Blue* and *Yellow* though, you'll want to know just what's different and what's so much better in the sequels it will make you kiss your Game Boy. There are more sleepless nights ahead, and more of the addictive battling, training and puzzle-solving that's made the originals the classics they are. But if you're one of the few who has never dipped their toes into the depths of the *Pokémon* pool, then these two new adventures are the perfect place to start. We tell you all you need to know about the two most significant Game Boy games of all time. You want an in-depth playtest, a step-by-step exposé, and the best Poké toys for Christmas? It's all here on the next 18 pages.





P48 POKEMON PLAYTEST/LEE'S DIARY

P52 POKEMON BLOWOUT



P54 GOLD/SILVER EXPOSE

BE THE VERY BEST - ALL OVER AGAIN!

Go catch 'em all in the fastest selling videogame on the planet. Welcome back to the perfect world of *Pokémon*

WORD & SCREENSHOTS**LEE SKITTRELL**

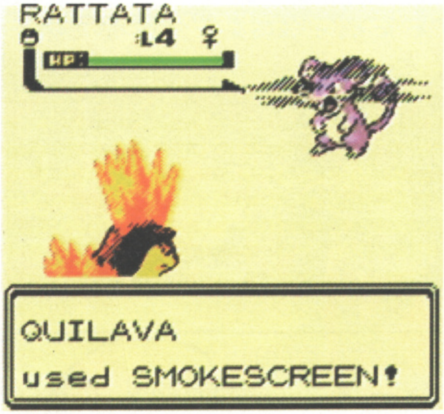
POKEMON GOLD/POKEMON SILVER

OUT ***NOW (US), EASTER 2001 (UK)*** *FORMAT* ***GB/GBC***

English language versions are on sale in a shop near you! Well, they are if your local games emporium has imported copies of *Pokémon Gold* and *Silver*. And, as far as most players are concerned, this is the videogame event of the year. Bigger than PlayStation 2? Of course it is! Just when we were afraid the Pokébubble would burst, 1.4 million Game Boy owners buy *Gold* and *Silver* in its first week of sales in the US. *Pokémon*'s unstoppable and we salute it with a hearty cry of "Pikaaa!" Here's our first impressions of the new adventures - we even stopped playing long enough to let some readers have a go and tell you what *they* think of the new features.

JOH-TO THE WORLD!

Gold and *Silver* are a beautiful marriage of old favourites and new innovations. At first glance the start of the game plays just like the originals: start in your house, go see the Prof and learn the ropes until he gives you your Pokédex. Even so, there's so much new stuff crammed into the beginning of the quest alone that it'll seriously drive fans over the edge. The new adventures take place in a whole new Pokémon country called Johto and three years after the events in *Red, Blue* and *Yellow*. You play a new hero too, a young lad who's hardly even heard of Ash and his Team Rocket troubles of a few years back. Professor Elm is your mentor this time around and there are eight brand new gym leaders to trounce. Playing the first few sections of *Gold* and *Silver*, you'll have to seriously resist the urge to phone your friends and share the joy you feel. Selecting your first all-new Pokémon from Elm's lab, hatching Togepei from his egg, catching your first new Pokémon in the wild... it's all magic. The reason it's so enjoyable, especially to die-hard fans, is the endless array of nips and tucks and special little additions to the gameplay that seriously enhance the whole experience. These joys range from giving your Pokémon items to hold so they use them automatically in battle, to mega-useful yet super-simple item descriptions in your back-pack.

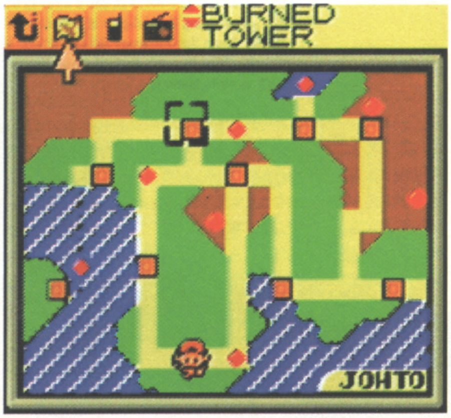


QUILAVA used SMOKESCREEN!

LEE, are you ready?

POKE PERFECTION

The original games were pretty close to gaming perfection, but the sequels have been refined to the Nth degree to bring you the most satisfying Pokémon experience yet seen. Play *Red* and *Blue* after playing *Gold* and *Silver* and you'll wonder how you ever managed. The graphics are now bursting with colour, the folk you meet crazier and with more personality, and the new Pokémon are as imaginative as ever. It's the tiny added extras that really make a massive difference so does this mean death for the *Red* and *Blue* crew? No silly, you get to trek round the entire original world Kanto , gyms and all - once you've trounced the eight leaders in Johto!



HUH... WHAT?!

You read that right. It's twice the game for your coin and just one of the clever touches that make you want to send everyone at Nintendo lip-stick smeared pork pies of love in the post. So that's 16 gyms, two massive worlds and 100 new Pokémon to trouble your every waking hour. There are two new Pokémon types to join the original fifteen too. Experimenting with Dark Pokémon Houndoor and Steel Pokémon Steelix to find out their strengths and weaknesses makes you all nostalgic for how it felt when learning the Pokémon types on *Red* and *Blue*.

WHAT TIME IS LOVE?

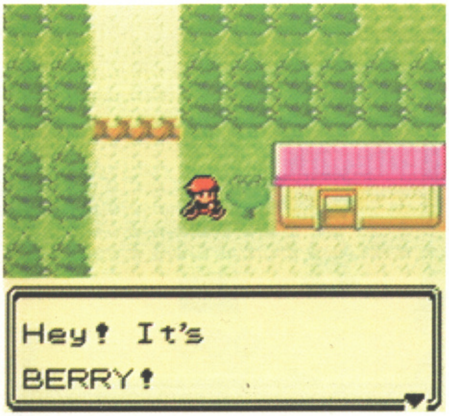
Any Pokémaniac worth his gym badges should now know that *Gold* and *Silver* play in real-time. When you start the game you're asked to set the clock and the day of the week. And while the most obvious use of this in-game clock is that night turns into day (with different Pokémon appearing the wild in the same place at different

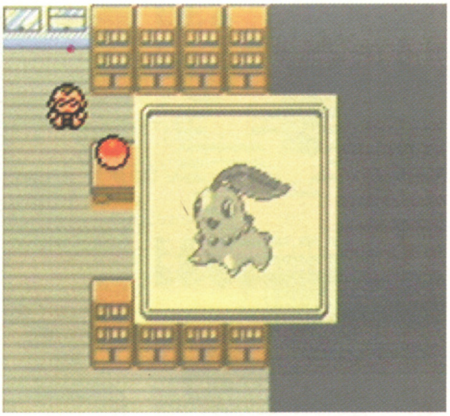
> "It's similar to the originals but upgraded with new Pokémon which is cool. The night and day thing gives more depth" *Osmon Idris, 16*

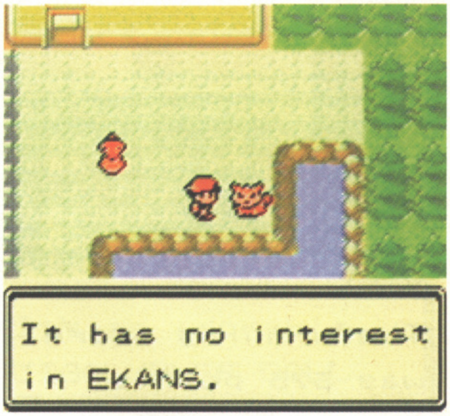
LEE'S POKEJOURNAL

It takes a strong mind and a firm hand to deal with the excitement of unwrapping, then inserting *Pokémon Gold* or *Silver* into your Game Boy for the first time. Sadly, CVG's Pokéfreak Lee has neither, but we let him loose on the games just the same. It was like Christmas had come early the day the games arrived in the office. Witness the rapture/horror (delete as applicable) for yourselves with our monthly PokéJournal charting one man's on-going decent into the depths of Pokémania. Ngh!

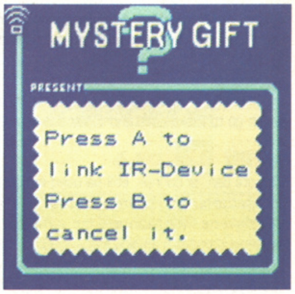
OCTOBER 17TH : P-DAY. 09:37 HOURS - The package arrives from our trusty games import store and a reverential hush falls in the CVG office. The games event of the year is sitting wrapped in paper before me - a shiny copy of *Pokémon Gold* and *Pokémon Silver*. What pleasures lie within it's microchip form? How many lost hours of sleep will it snatch from me? Oh sweet dark Pokémistress - I shall sup once more from your Pokéteat. Off comes the paper and the cellophane is stripped - so delicately - from the *Silver* box. The cartridge stops my heart as it's unsheathed from its cardboard case - it's made from mottled silver plastic! And *Gold* is flecked with golden glitter! Dizzy from Pokéndorphins, I consult the new manual.


Hey! It's
BERRY!




It has no interest
in EKANS.

> Going through the game twice at day and night might annoy some players after a long time, but I'd stick with it to catch 'em all. The games are different enough too *Julie Miah, 16*

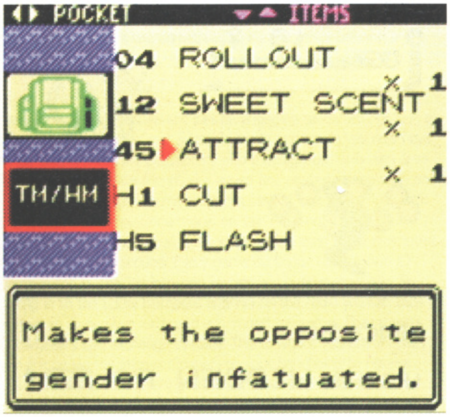


Press A to
link IR-Device
Press B to
cancel it.

times), what's most exciting is that certain villagers and events are only accessible on certain days of the week. The bug catching contest in Goldenrod City, for instance, only takes place on Tuesdays, Thursdays and Saturdays, while various characters only give you TMs and important items if you're in the right place at the right time. At first this can be a terrifying idea, but to avoid frustrating backtracking looking for random characters, you can normally tell where people are likely to be hanging out. If you see a short path in the woods but there's nothing at the end, say, then you can bet your finest Pokéballs that if you pop back on a daily basis, you'll meet someone just dying to give you treat or two.

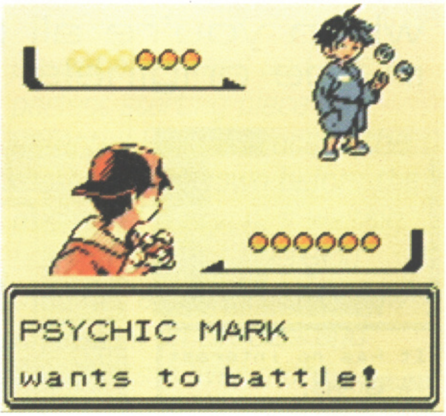
GOTTLE O' GEAR

Another stroke of genius is the splitting of important items in the game into those that go into your pack, and those that sit happily in your PokéGear. The Gear holds your wristwatch, a world map, your mobile phone and your pocket radio. As you fight trainers and meet important characters, they'll often give you their phone number. Some defeated trainers offer you fresh fights over the phone, some give you clues. Your radio can be tuned to different frequencies as you travel the roads of Johto; some channels offer

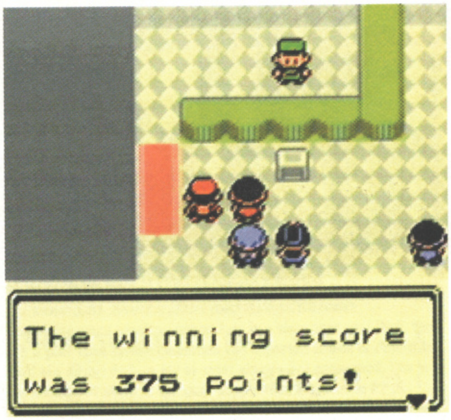


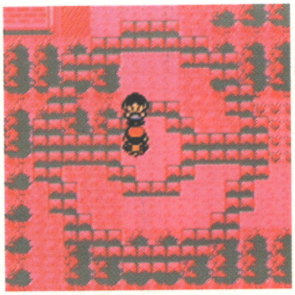
04 ROLLOUT ×1
12 SWEET SCENT ×1
45 ATTRACT ×1
H1 CUT
H5 FLASH

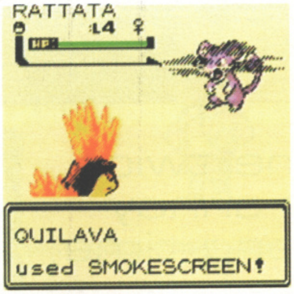
Makes the opposite
gender infatuated.


PSYCHIC MARK
wants to battle!

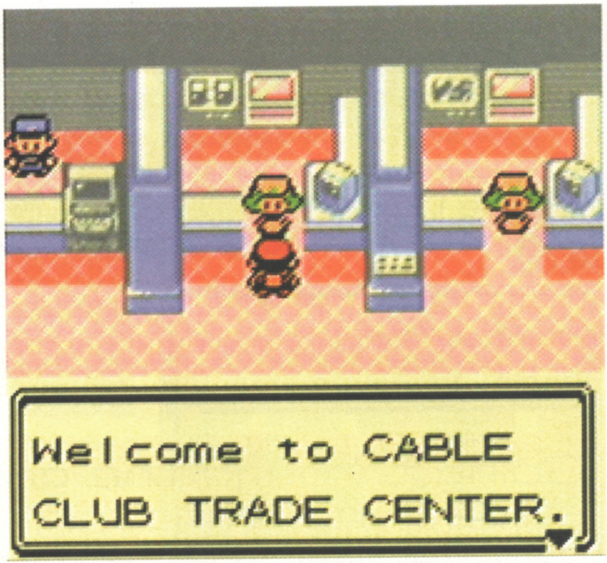
11:58 HOURS - I'm well on my way to becoming a Pokémon master, haha! All the new mysteries of Johto are being presented to me and I'm helping Professor Elm with his research. Where do Pokémon come from? Why are they here? Such burning questions have led me to Mr Pokémon, an expert, who has given me a mysterious egg and introduced me to Prof Oak! Why doesn't he recognise me? Oh now I see, it's easy to forget you're in a whole new world and a completely different trainer as you feel so at home so soon in the new game world. That's why Oak doesn't welcome me back with open arms. Tuning in to the radios dotted around folks' houses I hear that Oak now has his own radio show! This is too cool. Him and DJ Mary, who rhymes all the time, dish out the handy Pokémon hints as to where you can find different types of Pokémon and what they're like. This egg I've been given... I wonder if it's a Pokémon egg? The creatures you meet in the wild have a little symbol on their energy bar for wether they're male or female so maybe... Ooh exciting! This is just the start of a brilliant adventure and already I'm instantly grabbed and want to find out everything in my quest to become the ultimate researcher!


The winning score was 375 points!





QUILAVA used SMOKESCREEN!


Welcome to CABLE CLUB TRADE CENTER.

Like before, there's loads of two-player trading action in *Gold* & *Silver*. You need to fix the Time Travel machine to trade Pokémon from your old carts onto your new ones, though

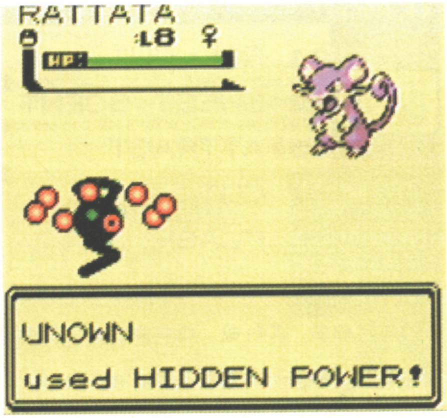
advice, while some play soothing music to chill out your anxious Pokémon! The item pack itself is now split into four pockets: one for balls, one for HM and TMs, one for standard items like potions and one for special items like the fishing rods and coin cases. All this makes for much easier and less fiddly faffing with objects, which go to make *Gold* and *Silver* the triumphs they are.

BERRY GOOD

Objects can, of course, still be used in fights, but now you can give your battle-hungry Pokémon items to clutch onto. Not only does this increase their happiness but some items, like Hard Stone, increase monsters' attack stats. Berries also play a massive role in the new adventures - pick them from the many trees around the world and you can then give them to Pokémon, who will happily use them independently in battle. Standard berries are used to regain health, while others cure status-change attacks. And because your fighters use them by themselves, they don't take up a turn in battle. Fantastic! The other important types of berry are the Apricorns. Pick these and take them to Kurt in Azalea Town and he'll fashion special Pokéballs from them. It takes a day for Kurt to make them but it's well worth popping back regularly to see what new type of ball you can pick up. What a cool feature!

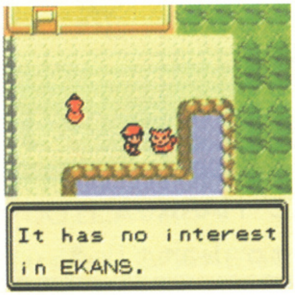
ROUND ONE - FIGHT!

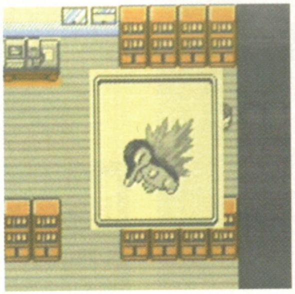
The delicious balance of RPG adventuring and vicious turn-based monster battling has remained intact in the sequels but, as with the rest of the game, the fights have been given a thorough make-over. The graphics will strike you first. No longer does your chosen Pokémon look like an indistinct blob of pixels in the foreground. Instead it is finely drawn and shaded with yummy pastel colours. Enemy creatures also look the jive and the special effects and new attack animations are genuinely impressive. The attention to detail in the reworking of these sequels even extends to a little Pokéball symbol appearing in battle to let you know if you've already caught

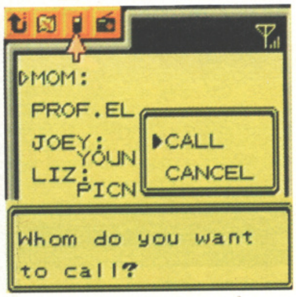


UNOWN used HIDDEN POWER!

> It's really great, but a bit frustrating starting a new adventure all over again when you're all kitted out in the originals
>
> *Vivien Lee, 15*


It has no interest in EKANS.

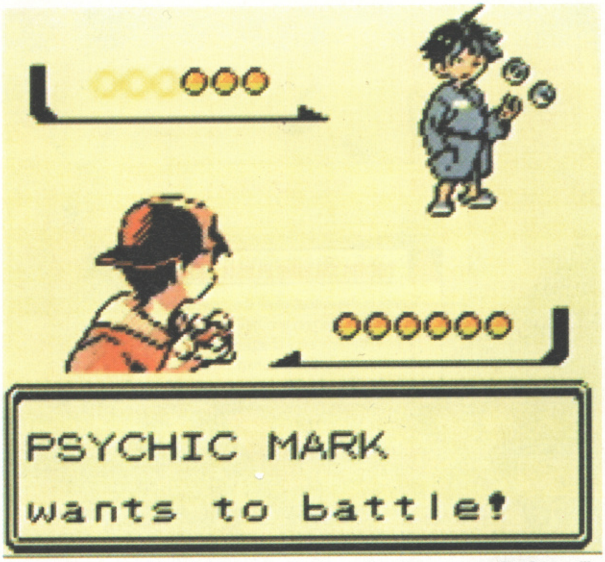




Whom do you want to call?

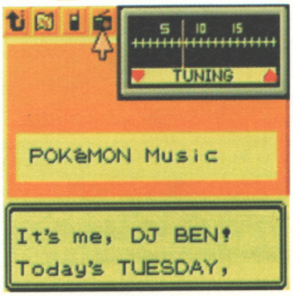
12:25 HOURS - A call on my mobile in the game tells me that Elm's lab has been busted into, but before I can get back to investigate I bump into the robber with the stolen monster in his squad! He puts up a brave fight but my earlier diligent training on my way to Mr Pokémon's house ensures that I give his ass a good whuppin'. It's definitely worth battling all the grassy Pokémon right at the start of the game, constantly nipping back to your Mom or a PokéCenter to heal up, then slogging it out again and again as it really gives you the edge in these early fights. Getting pummeled before your adventure even begins is just plain embarassing and your Mom will have some harsh words for you too! After putting the smackdown on *Gold* and *Silver*'s answer to Gary it's time to see Elm. He's a bit upset that one of his Pokémon has been stolen and is worried that it will turn bad if raised by an evil trainer. You get to choose your rival's name too! Finally, Elm gives me my new mission: to complete my Pokédex! To defeat all the gym leaders! To unravel no less than all the mysteries of Pokémon! Whoo! This is gonna be one heck of a hike through a virtual world, so I'd best start scribbling down some notes...

> I like the way things happen on different days - it really makes you want to play all the time. New Pokémon are cool *Alex Disdale, 18*



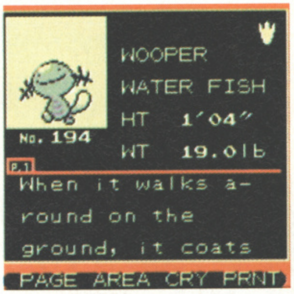
PSYCHIC MARK
wants to battle!

Every trainer you meet has their own name this time and much more personality. Some will even call you on the phone for fights and fresh challenges later on in the adventure

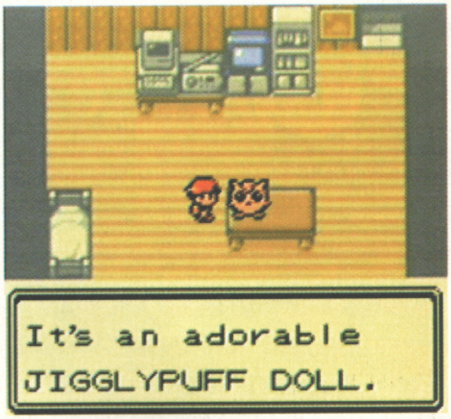


POKéMON Music

It's me, DJ BEN!
Today's TUESDAY,

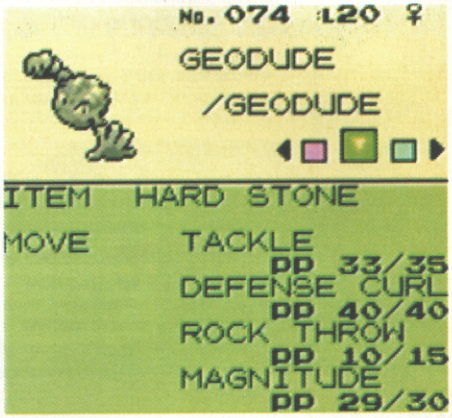


WOOPER
WATER FISH
HT 1′04″
WT 19.0lb
No. 194
P.1
When it walks a-
round on the
ground, it coats



It's an adorable
JIGGLYPUFF DOLL.

By using the Mystery Gift feature you can decorate your bedroom



No. 074 :L20 ♀
GEODUDE
/GEODUDE
ITEM HARD STONE
MOVE TACKLE
PP 33/35
DEFENSE CURL
PP 40/40
ROCK THROW
PP 10/15
MAGNITUDE
PP 29/30

the creature you're fighting, as well as a teeny symbol telling you it's sex. There's also a very handy level-up gauge beneath your HP bar that really gives you something to aim for when training and evolving monsters.

THE MISSING LINK

Two-player link-up battles are just as engaging as before but look a whole lot nicer in *Gold* and *Silver*. To trade and battle you now have to go upstairs in the PokéCenters into a designated coliseum area. Results of fights with friends are saved and posted on the wall, so you better make sure you're up to the task of wiping the floor with your rivals' Pokémon. Once more, certain Pokémon can only be evolved by trading with buddies and there are even more incentives to do so this time around. Every game cartridge has its own ID number and by trading between friends you pick up their IDs. By tuning in to the Lucky Numbers channel on the radio you can take part in an ID number lottery to win important items. Then there's the Mystery Gift exchange system. This is where you and a buddy can link up via the infra-red panels on your handhelds to receive - you guessed it - a mystery gift once a day, ranging from potions and berries to items to decorate your bedroom like posters.

SEX KITTEN

Treat your Pokémon nice and they'll start to feel all warm inside. Leave two content critters at the Day Care center and maybe they'll start to get jiggy. Yup, Pokémon can now breed in *Gold* and *Silver* and you'll have to become a successful matchmaker to complete your Pokédex as certain Pokémon, like super cute Pichu, will only hatch from eggs after breeding the right monsters. Witnessing the birth of a new Pokémon is a beautiful thing and makes you feel even more attached and responsible for it. The Day Care can also be used to swiftly level up your favourites like the originals. There's so much good stuff in *Pokémon Gold* and *Silver* that we could fill a whole bucket with our drool and a whole mag with information. Our initial fears that the game would be a tawdry re-hash in the *Yellow* mould have been vanquished and we're so happy about that we could cry. The new adventure is similar to the originals but that's because it's *Pokémon* and a genre all to itself. Nothing can prepare you for the enjoyment both old-hands and newbies will feel as you play, and believe us when we say you WILL be hooked. The best videogame ever? Just maybe. Rest assured, we'll keep playing ceaselessly to give you the most reliable review humanly possible later in the Spring.

CVG RECKONS

Essential for fans and the perfect starting place for potential PokéManiacs in the making. Bow down before the might of Pokémon. If waiting until Easter would kill you, then get an import copy now - it'll work on UK GBs and only costs a fiver more. END

14:12 HOURS - My first challenge as a budding young Pokémon researcher is to find Falkner in Violet City but, in real life, I'm hungry and need to get some nosh. I can't seem to tear myself away from the game though. I know I can take my GB out to lunch with me and beat Falkner in the fresh air whilst nibbling on a cucumber sandwich, but I can't even tear myself away from my handheld for one second, let alone long enough to cross the street. Maybe Les will go fetch me something from his undead snack stash. Maybe, if I just go find Falkner and battle his minions to get a taste for how tough he is, then maybe I can stop, then... I CANNOT stop, I've just trounced Falkner's cronies and I'm feeling ready to kick some serious bird-brained butt. For the first time in a very long time I'm playing a game that is quite simply unputdownable. Tiny little snippets of plot keep being revealed and new challenges hinted at and I'm itching to discover everything. And the few new pokemon I've captured are brilliant little creations. *Pokémon Gold* and *Silver* now own me. This is surely the beginning of a beautiful partnership...

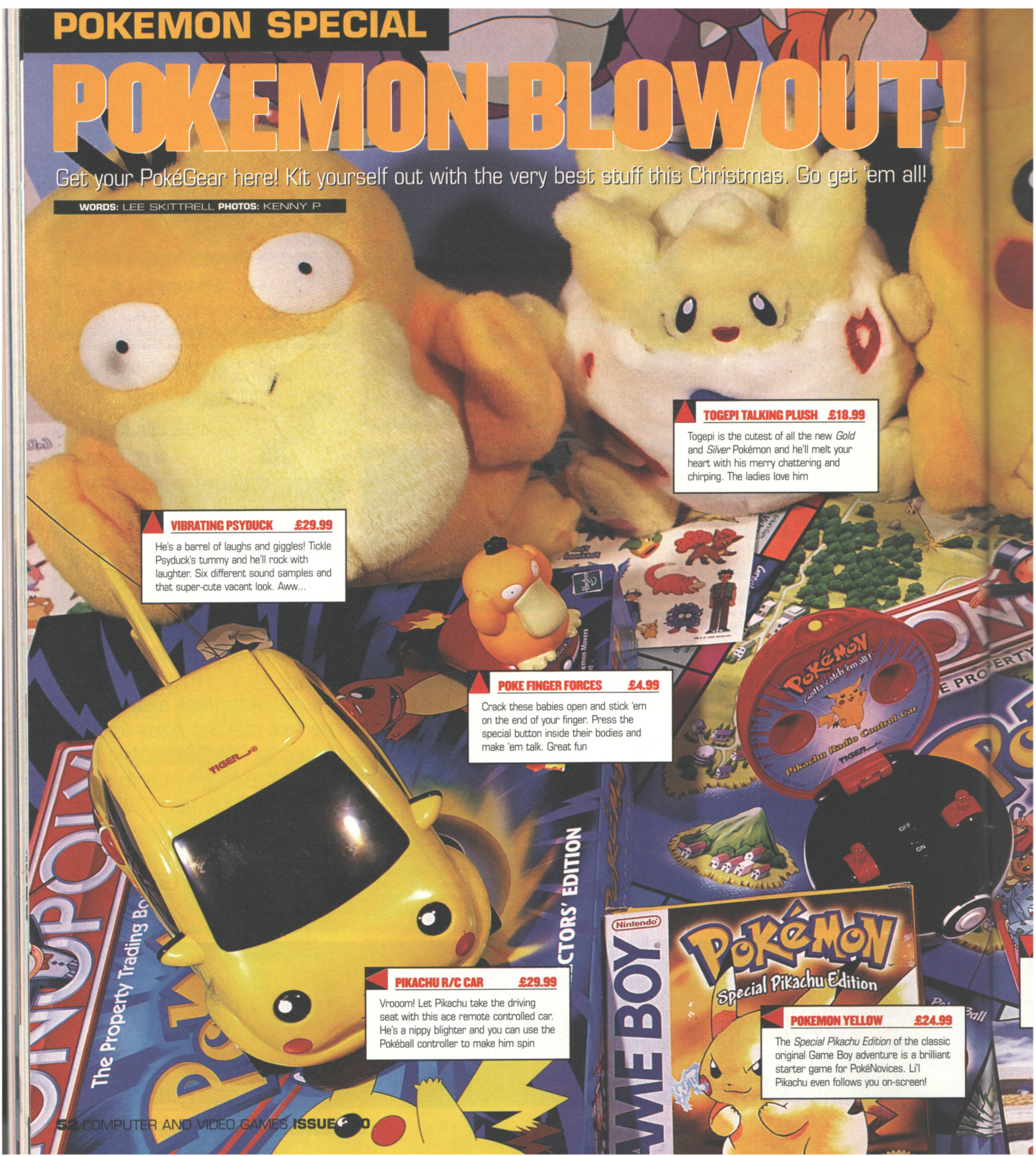
Lee's PokéJournal will continue next issue.

POKEMON SPECIAL

POKEMON BLOWOUT!

Get your PokéGear here! Kit yourself out with the very best stuff this Christmas. Go get 'em all!

WORDS: LEE SKITTRELL **PHOTOS:** KENNY P



TOGEPI TALKING PLUSH £18.99

Togepi is the cutest of all the new *Gold* and *Silver* Pokémon and he'll melt your heart with his merry chattering and chirping. The ladies love him

VIBRATING PSYDUCK £29.99

He's a barrel of laughs and giggles! Tickle Psyduck's tummy and he'll rock with laughter. Six different sound samples and that super-cute vacant look. Aww...

POKE FINGER FORCES £4.99

Crack these babies open and stick 'em on the end of your finger. Press the special button inside their bodies and make 'em talk. Great fun

PIKACHU R/C CAR £29.99

Vrooom! Let Pikachu take the driving seat with this ace remote controlled car. He's a nippy blighter and you can use the Pokéball controller to make him spin

POKEMON YELLOW £24.99

The *Special Pikachu Edition* of the classic original Game Boy adventure is a brilliant starter game for PokéNovices. Li'l Pikachu even follows you on-screen!

POKEMON RED **£24.99**

It's where it all began and the original games are still as brilliant as ever. If you've never played them, then you don't know what you're missing

POKEMON SILVER **£35 APROX**

The best just got better. If you can find *Pokémon Gold* or *Silver* down your local import store then try your hardest to get a copy - you'll never look back

PIKACHU BACKPACK **£19.99**

Announce your love of all things Pokémon to the world with this Pikachu backpack. Soft and cuddly, he'll carry anything around for you as he sits on your back

POKEMON PINBALL **£24.99**

Another original *Pokémon* game, this time you have to be a pinball wizard to catch 'em all on two themed pinball tables. Addictive and challenging

TRADING CARD GAME **£29.99**

It's the GB game of the Wizards of the Coast card game and it's wicked. You'll need your thinking caps on, but once you suss it, it's a fantastic journey

POKEMON SNAP **£44.99**

Play as budding photographer Todd as you trek across strange lands snapping rare species. Lots of secrets and big laughs await in this original N64 game

POKEMON MONOPOLY **£29.99**

The classic, ruthless property gamne gets a PokéMakeover. Excellent fun and the Pokémon character pieces are brilliant. One for all the family to enjoy

TATTOO/STICKER SET **£6.99**

This 2 in 1 set lets you make stickers and temporary tattoos featuring all your favourite Pokémon. You even get some wicked pens to help colour in

POKEMON STADIUM **£59.99**

Battle your beloved Pokémon in full 3D on N64 in this brilliant companion piece to *Red*, *Blue* and *Yellow*. Will even let you play your GB games on a TV. Fab

POKEMON PIKACHU **£19.99**

Rack up watts as you walk to keep Pikachu happy. The more active you are, the more tricks he'll perform for you, but overdo it and he'll get mad

GOTTA KNOW EVERYTHING!

Your ultimate *Pokémon Gold* and *Silver* mine of information

WORDS & SCREENSHOTS: MAURA SUTTON

Pokémon Gold/Silver **is about to devour your every waking hour. If you thought catching 151 Pokémon was a tall order, you ain't seen nothing yet. To give you the full and fantastic flavour of the ace new versions, our special in-depth guide book explores all the nooks and crannies of the new Pokémon world of Johto as well as the adventures in the old Kanto world. You'll find the challenges you face, how you should tackle them and how they differ from *Gold* to *Silver* all explained here. Oh goody.**

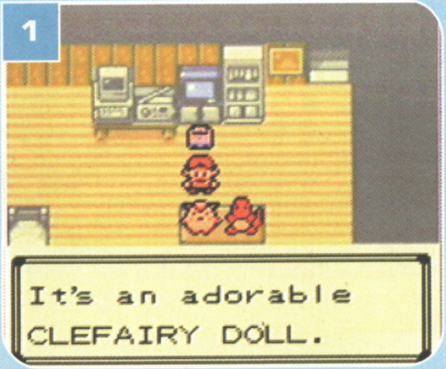
THIS MONTH: Pokéxpose

If you couldn't wait for the UK release in Easter and bought an import, our guide will help you on your way to becoming a *Pokémon* master. If you're waiting for the official UK release, all you need to know about the next great *Pokémon* adventure is on the following 11 pages. But be warned – our guide is so detailed we'll have to give you our official SPOILER WARNING! Enjoy!

1: NEW BARK TOWN, CHERRYGROVE CITY, VIOLET CITY

The adventure begins

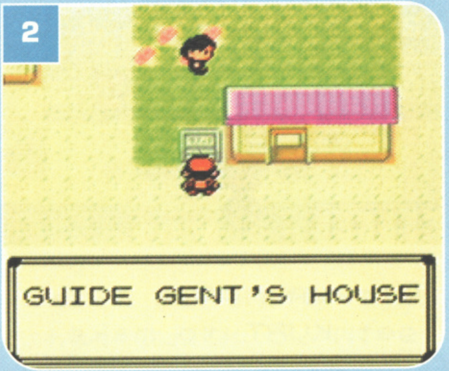
1



It's an adorable
CLEFAIRY DOLL.

The game starts in your bedroom in New Bark Town. By using the Decoration option in your bedroom PC, you can change the decor of your room, put up posters and arrange Pokémon dolls that you can pick up during the game. After checking out your room, go downstairs and talk to your mum. When she asks you if you want her to save your money for you, agree.

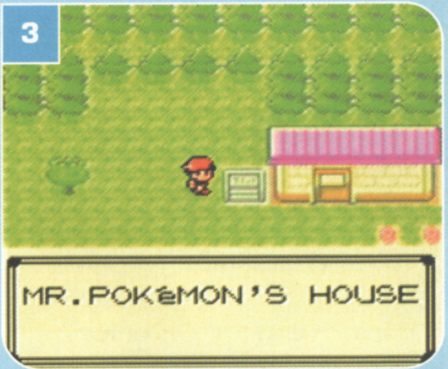
2



GUIDE GENT'S HOUSE

Leave your house and go to the Elm Pokémon Lab next door. Talk to the Prof and choose your Pokémon. The choice is yours, but we reckon Totodile is a good all-rounder. The Prof asks you to visit Mr Pokémon in Cherrygrove City. Head east along Route 29 to Cherrygrove and talk to the Guide Gent, who'll give you a tour of the City and give you a map. Check out the Pokémon Centre and Mart.

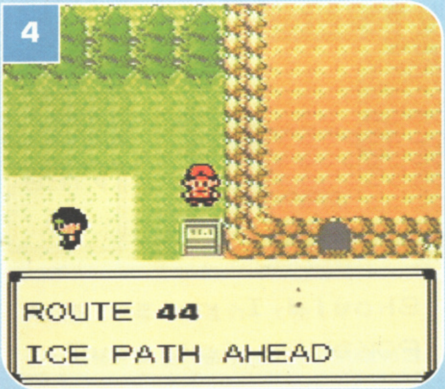
3



MR.POKéMON'S HOUSE

Head north on the path next to the Mart. Check out the Berry tree and the house on the left of the lake, keeping the house on your left and the lake on your right. Then continue north to Mr Pokémon's house. Mr Pokémon will give you an egg to take to Prof Elm. After leaving the house the Prof will call you on the phone and ask you to return to his Lab in New Bark Town. So off you go...

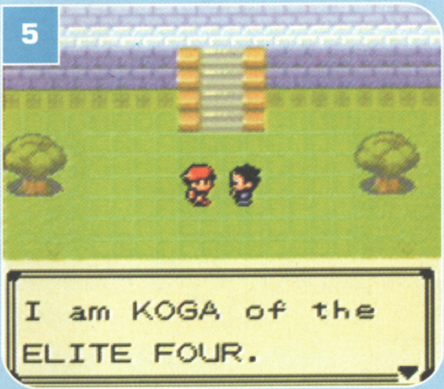
4



ROUTE 44
ICE PATH AHEAD

You now face for the first time a character who will dog you throughout the game – the Pokémon thief. He battles you with one of the Pokémon you didn't choose at Professor Elm's. The sneak will have chosen the Pokémon most effective against yours. Go back to the Lab and give the egg to the Professor. Then return to Cherrygrove City and head north again.

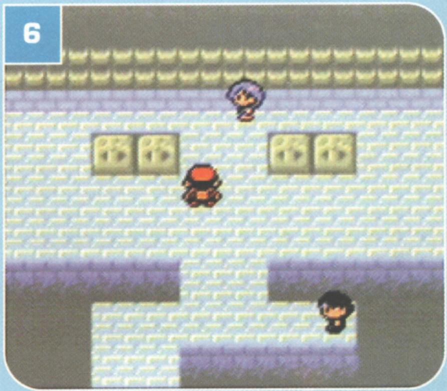
5



I am KOGA of the
ELITE FOUR.

Go left at the 'Mr Pokémon's House Straight Ahead!' sign and travel north past lots of trainers who all want to battle you. Go left when you reach Dark Cave and pass through the entrance house to Violet City. When you've stocked up in the Mart on potions, Poké Balls and status heal items, it's time to visit your first Gym. As long as you rearrange your squad effectively before you go in, you'll be fine.

6



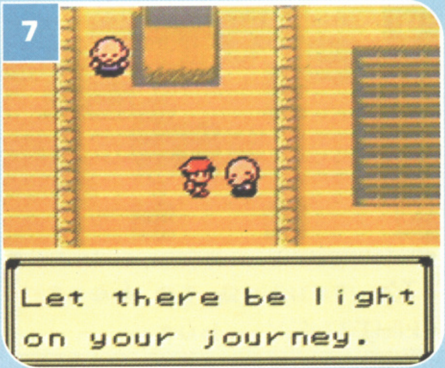
VIOLET CITY GYM – LEADER: FALKNER

BADGE: ZEPHYR. This useful item raises your Pokémon attack power and enables them to use Flash.

EXTRAS: TM31 – Steam Hell

TIPS: Falkner uses bird-type Pokémon such as Pidgey and Pidgeotto. Use Grass, Fighting or Bug types for maximum effect.

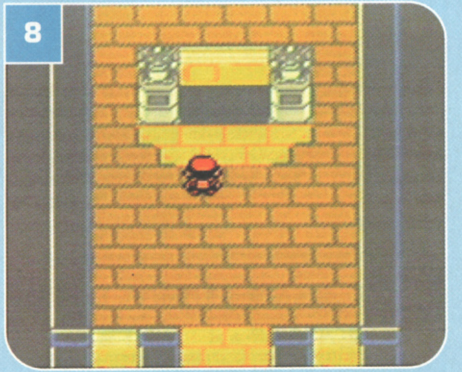
7



Let there be light
on your journey.

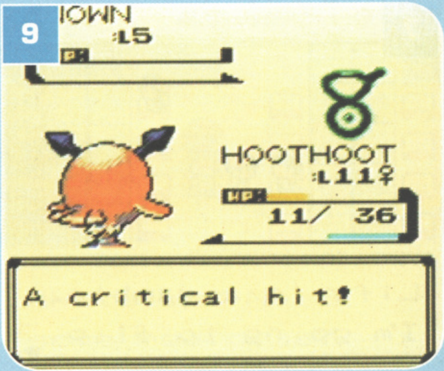
After leaving the Gym head for the Pokémon Centre and get the egg. Keep it in your party and it will hatch into Togepi. Now head for Sprout Tower to the North of Earl's Pokémon Academy. In Sprout Tower you'll have to battle lots of sages who all use Bellsprout so make sure you have a Grass or Bug type in your party.

8



At the top of the tower the Pokémon thief will appear and the Elder tells him that he's too cruel to his Pokémon and then gives you the Flash. Head north from the Mart and west onto Route 36. Go through the Ruins of Alph North Entrance. Enter the Mystery Stone Panel Chamber and arrange the tiles to look like a Kabuto Pokémon.

9

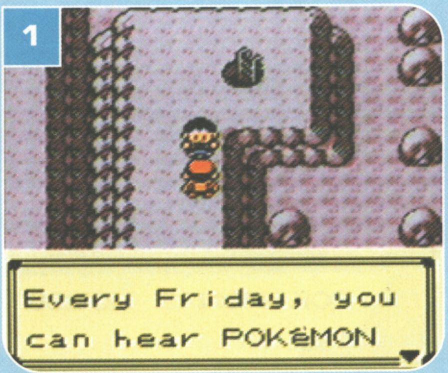


A critical hit!

You'll fall through the floor and then have to fight and catch the strange shape-shifting Unown Pokémon. This is a Psychic Pokémon so use Fighting and Poison types. Go back upstairs and leave the area via the east entrance. Go south on Route 32, then take a detour to the east and battle all the fishermen on the jetty.

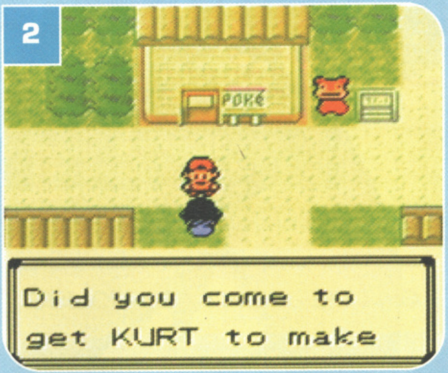
2: UNION CAVE, AZALEA TOWN, GOLDENROD CITY

Meet Kurt, fight Bugsy and visit the barber



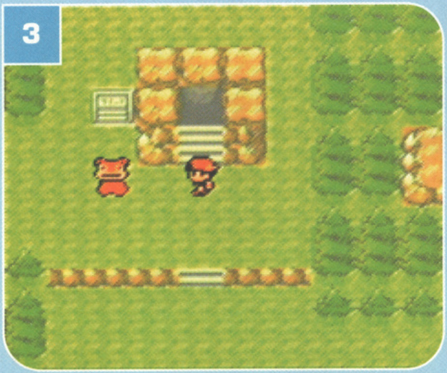
Every Friday, you
can hear POKéMON

Go south until you reach a girl called Frieda Friday who will give you a gift of a Poison Barb if you visit her on a Friday. There's a Pokémon Centre just below her where a fisherman will give you a rod. Keep going south and enter Union Cave. Search the Cave for a Great Ball and X-Defend and battle lots of Trainers. Exit the Cave to the south and go west on Route 33.

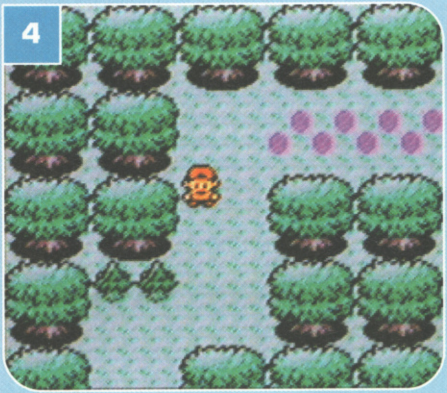


Did you come to
get KURT to make

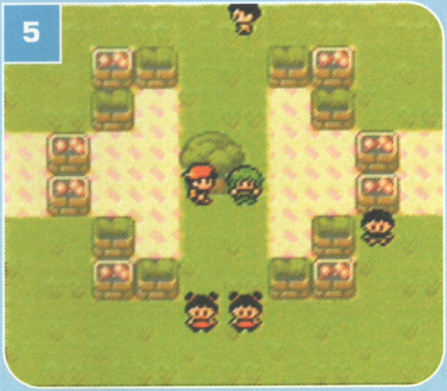
Go past the Slowpoke Well into Azalea Town. The entrance to the Gym is blocked by a bloke waffling on about Slowpoke tails. Go to Kurt's house and talk to Kurt. He's a big friend to you later in the game. He tells you he can't make any of his special Pokéballs for you because he's upset about Team Rocket (yes, they're back!) members cutting off Slowpoke tails at the Well.



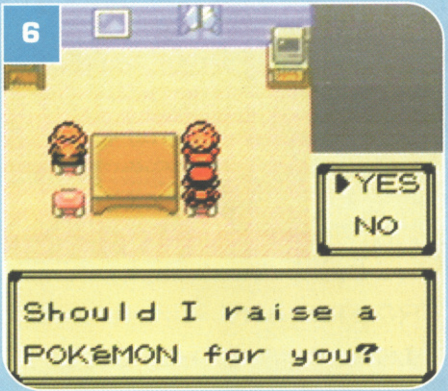
Follow Kurt down the Slowpoke Well. Prepare to fight hordes of Rocket grunts. When you've saved the Slowpokes go back to Kurt's house where he gives you a Lure ball. When you leave Kurt's house you'll face a tough battle with the Pokémon thief. His stolen Pokémon will be well trained by now and he also has a Level 16 Zubat. Grass and Fighting types should do the trick.



Visit the Charcoal Man in Charcoal Kiln cottage and look for his assistant in Ilex Forest to the west of town. Chase the Farfetch'd Pokémon out of the forest into the path of the assistant who's now been joined by his anxious boss. Charcoal Man will be so grateful he'll give you H1 – Cut. Use it to cut down trees and trim long grass when you want to avoid monsters. Back now to Azalea Gym.

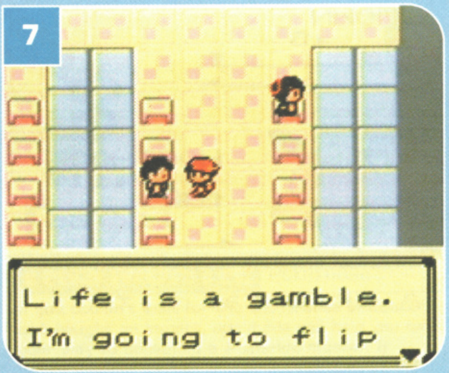


AZALEA TOWN GYM – LEADER: BUGSY
BADGE: HIVE. This will make Pokémon up to L30 obey you. Plus you can now use Cut outside.
EXTRAS: TM49 – Fury Cutter.
TIPS: Lots of Bug Pokémon here. If your starter Pokémon is on at least L22 you'll do well. Grass and Bug types are good here too.



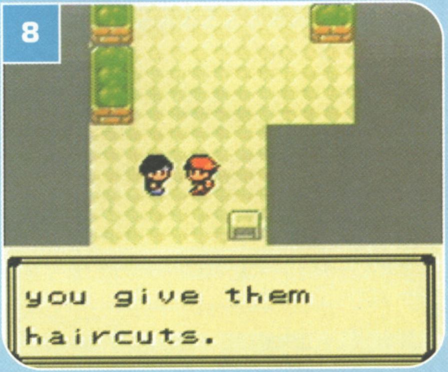
Should I raise a
POKéMON for you?

Go back to Ilex Forest and use Cut on the tree at the north east corner. Find a green-haired guy who gives you TM 02 – Headbutt. Leave the Forest via the halfway house above the lake. The woman at the desk gives you TM12 – Sweet Scent. Head north past lots of Trainers until you reach the Daycare Centre where you can leave Pokémon and sometimes breed them to produce rare Pokémon.



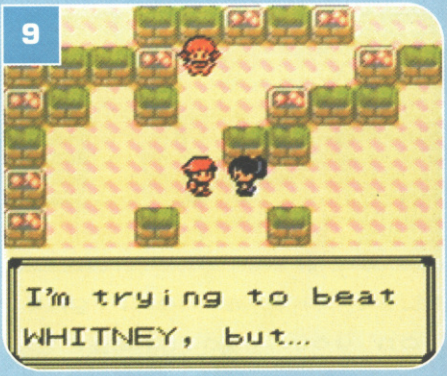
Life is a gamble.
I'm going to flip

Keep going north to Goldenrod City. Play the slot machine at Game Corner to win coins that can be traded in for Pokémon. Talk to the girl in the house just south of Game Corner. She'll give you Bill's number. Also borrow a bicycle from the bicycle shop on the east side of the city. Then get the Radio from the girl at the radio station.



you give them
haircuts.

Head for the Underground passage on the west side just by the lost man. Beat all the Trainers down here and note the passage with the locked door. Visit the hairdressing booth to give your Pokémon a haircut! This helps to raise their Happiness stats. Pick up the Coin Case to use in Game Corner. Now it's time for a Gym workout.

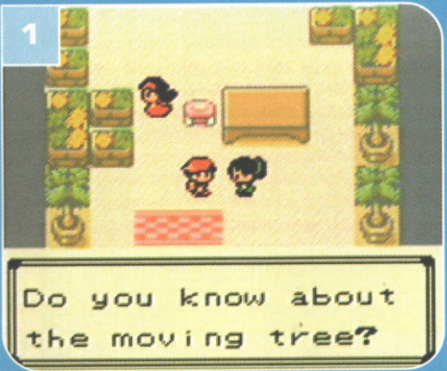


I'm trying to beat
WHITNEY, but...

GOLDENROD CITY GYM – LEADER: WHITNEY
BADGE: PLAIN. Boosts speed and you can use Strength out of battle.
EXTRAS: TM45 – Attract
TIPS: This lot use Normal Pokémon. Use fast Pokémon to defeat Whitney's Clefairy's deadly Metronome move.

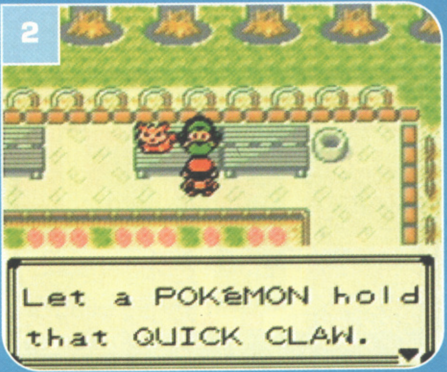
3: GOLDENROD CITY, ECRUTEAK CITY, OLIVINE CITY, CIANWOOD CITY

Your strength increases



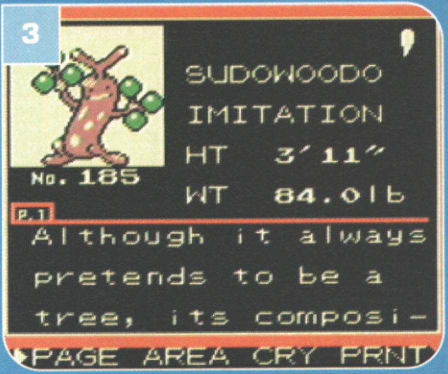
Do you know about the moving tree?

After beating Whitney go and talk to the man in the house at the northern edge of town. Make sure you have space to carry an extra Pokémon before you speak to him. Agree to take a Pokémon with mail to his friend on Route 31. When you deliver it the friend gives you TM 50 – Nightmare. Speak to the woman in the flower-filled cottage on the right side of town. She'll give you a Squirtbottle.



Let a POKéMON hold that QUICK CLAW.

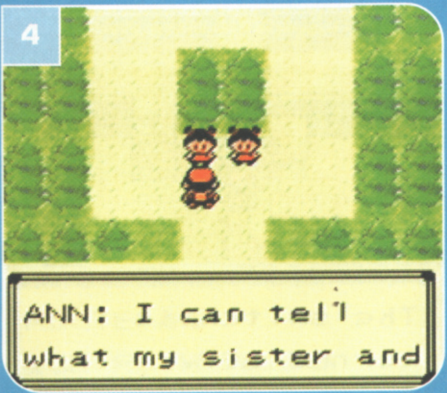
Head north out of Goldenrod along Route 35. You'll reach Relaxation Square National Park. If it's Tuesday, Thursday or Saturday you can take part in the Bug Contest. It's worth doing because you'll get the chance to catch rare Pokémon like Scyther and also win a stone. On any other day you can still enter the park and get TM4 – Rollout as well as Quick Claw from the girl on the bench.



SUDOWOODO
IMITATION
No. 185
HT 3′11″
WT 84.0lb

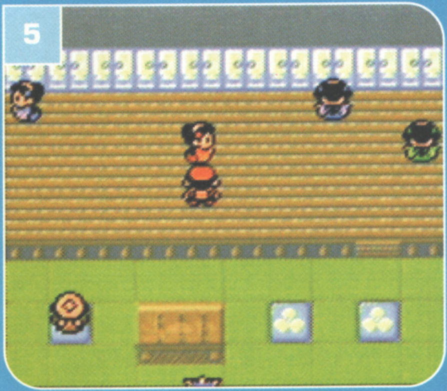
Although it always pretends to be a tree, its composi-

Leave the park via the east side exit and use the Squirtbottle on the strange tree blocking your way. Make sure you capture the tree as it's a one-of-a-kind Pokémon called Sudowoodo. As ever, save before battling to be sure. Keep going right when you've fought Sudowoodo. Talk to the happy guy to get TM08 – Rock Smash. Then retrace your steps in a north-westerly direction.

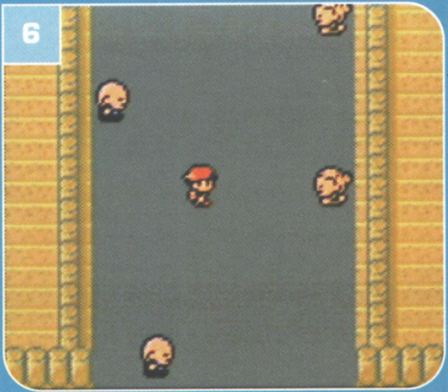


ANN: I can tell what my sister and

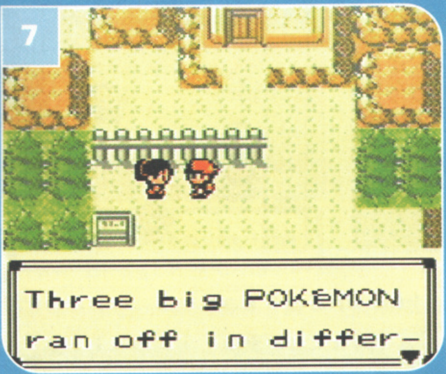
You should come to a Trainer's Tips sign. Keep going north past the sign and battle Ann and Anne. After that, carry on ahead and check out the Apricorn trees where you can get Blue, Red and Black Apricorns. Take them back to Kurt in Azalea when you have time. Chat to Sunny of Sunday on a Sunday and he'll give you a Magnet. Keep going on Route 37 until you reach Ecruteak City.



Enter the house to the right of the Gym and agree with the Treasure Hunter. He'll give you an Itemfinder. Then go and talk to Bill in the Pokémon Centre. He's fixed the Trading Time Capsules so that you can now trade Pokémon from your *Red*, *Blue* and *Yellow* games. Visit the Dance Theater and battle the KimonoGirls to win HM03 – Surf from the old guy. Now head for the Gym.

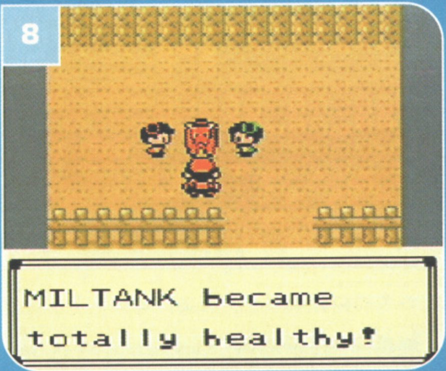


ECRUTEAK CITY GYM – LEADER: MORTY
BADGE: FOG. L50 Pokémon will obey you, use Surf anywhere.
EXTRAS: TM30 – Shadow Ball.
TIPS: To cross the invisible floor take two steps to the right, four up, three left, two up, three right and two up. Stick to Water and Fire Pokémon to defeat the Ghost Pokémon.



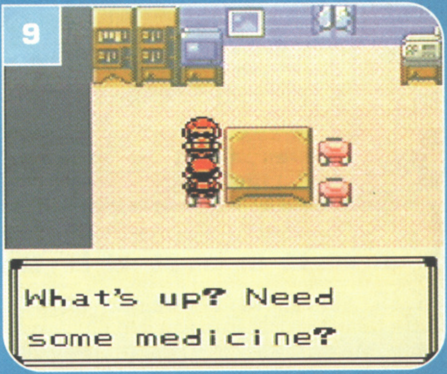
Three big POKéMON ran off in differ-

Head for Burnt Tower and jump down the square holes in the floor. Scare off Raikou, Entai and Suicine. They'll run to different areas of the map. Catching them is one of your biggest tests in the game as they move about continously. Head west along Route 38 towards Olivine City. Visit Moo Farm on your way there.



MILTANK became totally healthy!

Cure the farmer's sick Miltank by feeding her at least seven normal Berries. Take the reward and head south for Olivine. At the city the Pokémon thief tells you the Gym Leader is visiting the Lighthouse. Get the Good Rod from the fisherman in the cottage near the Gym. The Sailor in the left house will give you H04 – Strength.

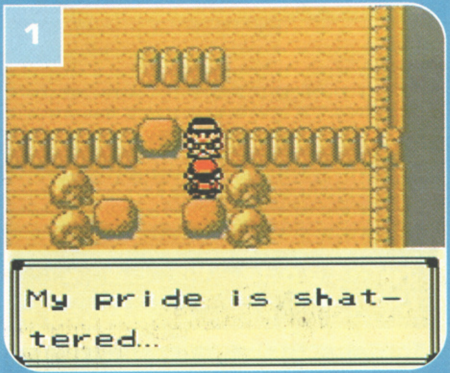


What's up? Need some medicine?

Fight the Lighthouse Trainers and talk to Jasmine at the top. Get TM 34 – Swagger, Super Potion, Rare Candy and a Great Ball. Surf to Cianwood City. In the house to the left of the Pokémon Centre a man asks you to look after a Shuckle. Go to the Pharmacy to get a Secret Potion for Jasmine's sick Pokémon. Now storm Cianwood Gym.

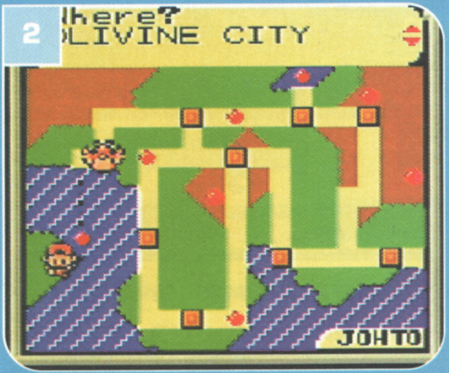
4: CIANWOOD CITY, OLIVINE CITY, MAHOGANY TOWN

Learn to fly and conquer three Gyms

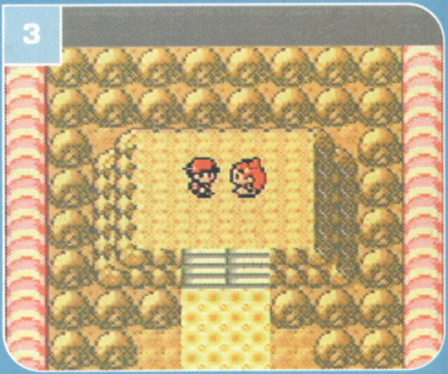


My pride is shattered...

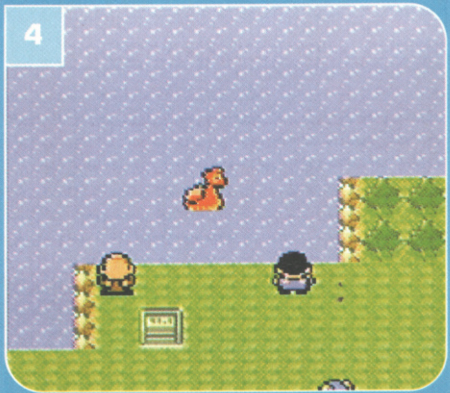
CIANWOOD CITY GYM – LEADER: CHUCK
BADGE: STORM. Pokémon to L70 will obey and you can fly anywhere.
EXTRAS: TM01 – Dynamic Punch.
TIPS: The Pokémon in Chuck's Gym are physically strong. Most of them are L25 and over. Flying and Psychic types work well here. If you've got a high level bird Pokémon now is the time to use it.



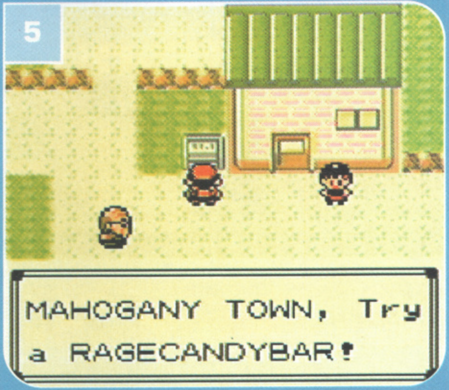
When you leave the Gym after giving Chuck a good pasting talk to the girl hanging around outside. She's so impressed with your efforts that she gives you HM02 – Fly. Use your new gift straight away by teaching it to one of your Flying Pokémon. You can now fly back to Olivine City. Visit Jasmine in the Lighthouse and heal Amphy with the Secret Potion. Now you can fight Jasmine in the Gym.



OLIVINE CITY GYM – LEADER: JASMINE
BADGE: MINERAL
EXTRAS: TM23 – Iron Tail.
TIPS: Jasmine favours the new Steel type Pokémon such as Magnemite. They can be dispatched fairly quickly with water-based moves. Surf will fry their circuits with ruthless efficiency.

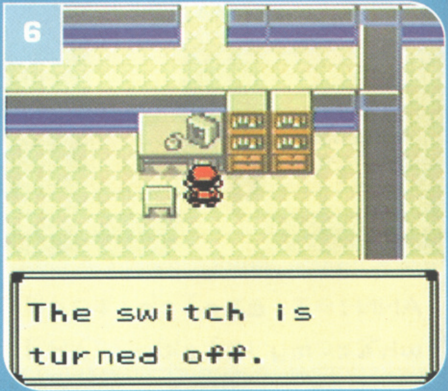


Fly to Ecruteak City and head east until you reach Mahogany Town. Heard north to the Lake of Rage. You'll have to pay the two Team Rocket goons £1000 to pass through the halfway house. Surf the Lake of Rage and capture the unique Red Gyarados and Red Scale. When you get back on dry land Trainer Lance will ask you to help him with the radio broadcast mystery.



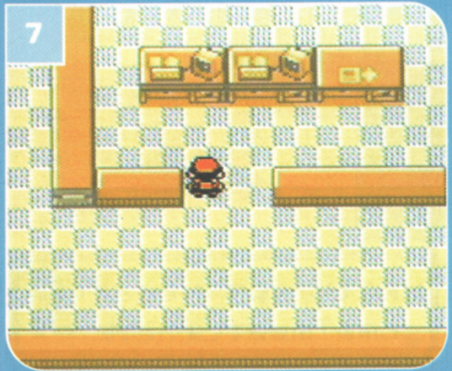
MAHOGANY TOWN, Try a RAGECANDYBAR!

Before returning to Mahogany search the path to the left of the lake until you find a cottage. The man inside gives you TM10 – Hidden Power. Take the path to the right of the cottage to get TM43 – Detect. Go back to Mahogany, avoiding the Team Rocket goons. Go down the secret staircase in the shop next to the Rage Candy man. Prepare to fight lots of Team Rocket henchmen.

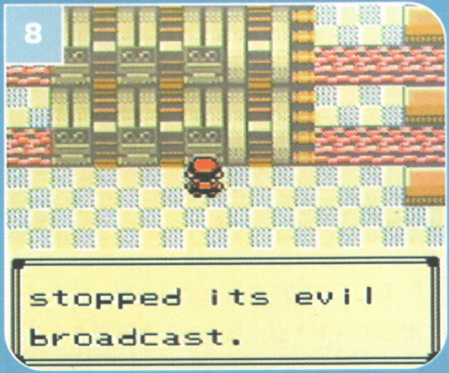


The switch is turned off.

Press the switch on the desk in the middle to disarm the security. You'll also find a valuable Nugget in the room. Go downstairs after lots of battles. Fight more grunts then head downstairs again. Get the first password, Raticate Tail. Keep fighting more grunts and scientists until you get the second password, SLOWPOKETAIL. Climb the north east stairs and get Full Heal from the desk.

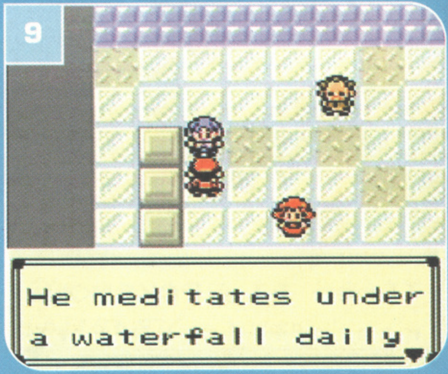


Cross the room and go down the stairs to meet the Pokémon thief. Open the password door to face Giovanni. Talk to Giovanni after you've beaten him and run off. Then talk to Murkrow the Owl to get password HAILGIOVANNI. Take the bottom set of stairs down and get TM46 – Thief. Go back up the last two sets of stairs.



stopped its evil broadcast.

Go downstairs and open the locked door. Fight Team Rocket again. If your main Pokémon is around L45 you should win. Battle three Electrodes using Water types to turn off the radio signal. Lance will give you HM06 – Whirlpool. Before hitting Mahogany Gym visit the house below the Lake of Rage to get TM36 – Sludge Bomb.

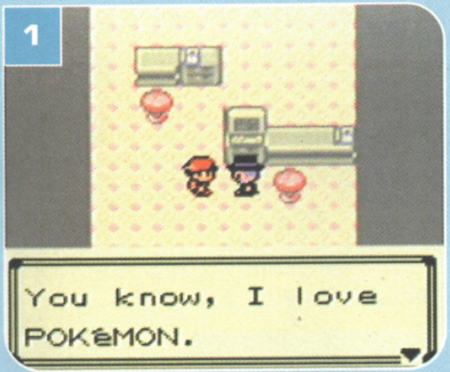


He meditates under a waterfall daily

MAHOGANY TOWN GYM – LEADER: PRICE
BADGE: GLACIER. You can now use Whirlpool.
EXTRAS: TM16 – Icy Wind.
TIPS: From the left side of the left hand statue, go up, up, right, down, left, up and right. Use Water and Electric types to beat Pryce.

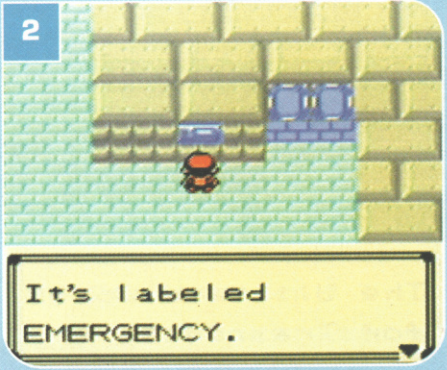
5: GOLDENROD CITY, BLACKTHORN CITY, POKEMON LEAGUE

Catch Ho-Oh and Lugia



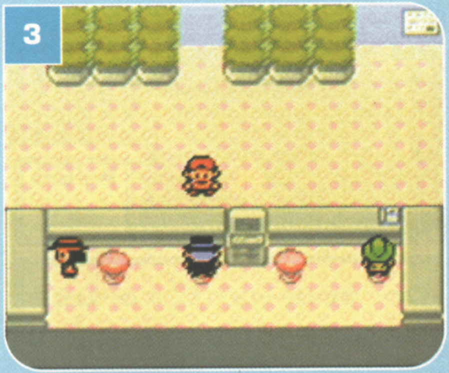
You know, I love POKéMON.

Leave the Gym and wander around the town until you get a phone call saying that Team Rocket have overrun Goldenrod. Fly there and go to the Radio Tower to the left of the train station. Battle through the grunts to the 5th floor. Fight the Executive using Surf to nullify his Koffing and Weezing. Get the Basement Key. Now find the locked door in the Underground Passage near the hairdressing booth.

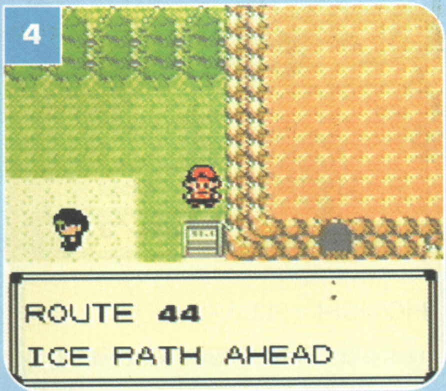


It's labeled EMERGENCY.

Get ready for another battle with the Pokémon thief. Head for the top left side of the room and flick all the switches from left to right to clear a path to the elevator. Battle your way through to find TM – 35 and the Radio Station Director. Take the Card Key then return to the Radio Station and open the 3rd floor shutter. Battle your way through the rest of the building until you defeat Team Rocket.

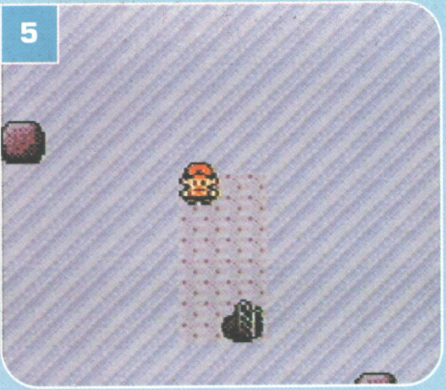


If you're playing the *Gold* version of the game the Radio Director will give you the Rainbow Wing. If you're playing *Silver* he'll give you the Silver Wing. Go to the front desk of the Radio Station and give the following answers to get the Radio Card: 1. Yes 2. Yes 3. No 4. Yes 5. No. Check with the guy to see if you have the winning Pokémon numbers in the lottery.

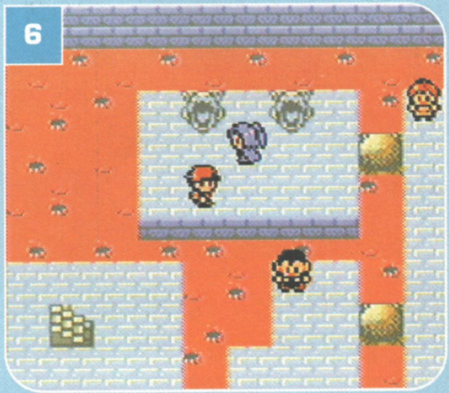


ROUTE 44
ICE PATH AHEAD

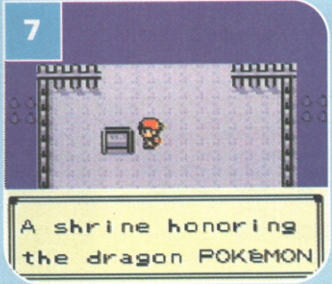
Fly back to Mahogany and go east on Route 44 towards Blackthorn City. Keep going until you reach the sign saying 'Route 44 Ice Path Ahead'. Enter the cave and cross the worryingly huge ice expanse by moving in the following direction starting from the edge of the ice on the right: up, left, up, right, up, right, down, left, up, left, down, right, down, right, up, right.



Cross over to the right past the steps and get HM07 – Waterfall. Progress through the cave. When you reach the holes in the floor push the ice blocks through them and then jump through the top right hole and move down, left, up and right to land in the middle. Climb the stairs and smash the rock to get the Nevermeltice. Slide on through until you reach the outside and Blackthorn City.

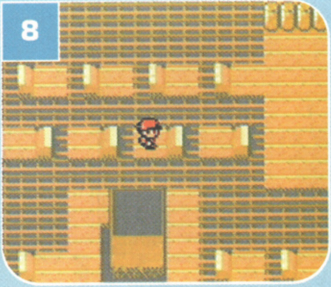


BLACKTHORN CITY GYM – LEADER: CLAIR
BADGE: RISING. All Pokémon will obey you and you can climb.
EXTRAS: TM24 – Dragon's breath.
TIPS: Push the stones through holes onto the lava to reach the Gym Leader. Pack your party with Ice types and use Seel's Aurora Beam and Surf to get the better of Clair's Dragon Pokémon.

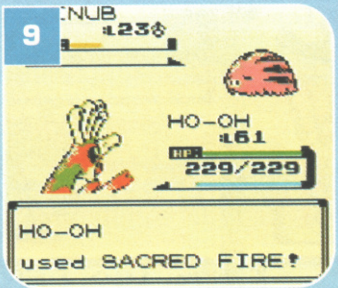


A shrine honoring the dragon POKéMON

When you've beaten Clair she sends you to the Dragon's Den behind the Gym to get the Dragon's Fin. Surf the water behind the Gym to reach the Den. Climb down inside the Dragon's Shrine. Approach the middle to get Max Power and battle and catch Dratini. Pick up the Dragon's Fang from the grassy bank on the right. Clair will then appear and give you the Gym badge. Well, done, you've got all the Johto Gym Badges.

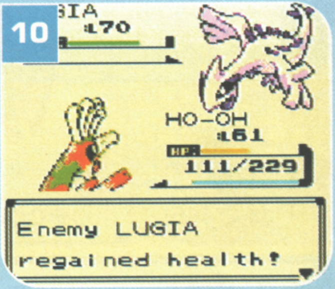


Ok Pokémaster, you are now finally ready to fight the Pokémon League on Indigo Plateau. But there are a few things to take care of first. Go and visit Professor Elm in his Lab and he'll give you a Master Ball. Before you head for the League you can make a detour to get one of the two rarest Pokémon, Ho-Oh and Lugia. If you're playing Gold you should fly back to Ecruteak and ascend the Tin Tower, using the red squares as warps.



HO-OH used SACRED FIRE!

Make sure you save before you battle the Ho-Oh as this is your one chance to capture this rare beauty. If you use the Master Ball you can catch it first time, but you might want to save the Master Ball for the infinitely more powerful Lugia. If you're playing *Silver* and you have the Silver Wing you won't be able to get Ho-Oh just yet, but you will be able to get the legendary Lugia, so don't feel too disappointed, mate.



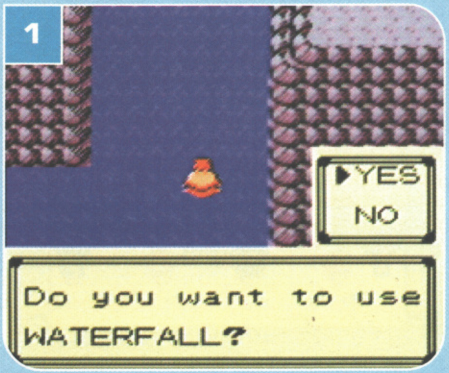
Enemy LUGIA regained health!

Fly to Olivine and surf across towards Cianwood. When you reach the Whirl Islands explore the top right of the four to find Lugia. This is the toughest of all Pokémon and she takes a lot of skill to catch without the Master Ball. Just stock up on Ultras and make sure you have some good Paralysis or Sleep moves to disable her. Her ability to use Recover to heal herself makes for a long and exhausting battle, but it's worth it.

POKEMON SPECIAL

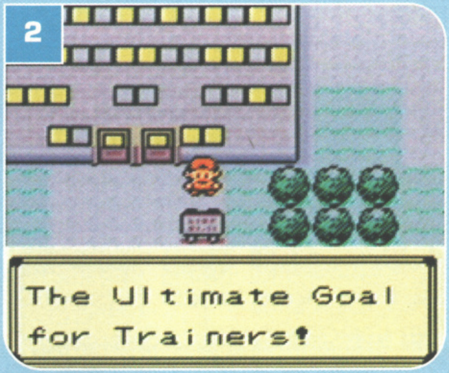
6: TOJO FALLS CAVE, POKEMON LEAGUE, SS AQUA

Beat the Elite Five and set sail for Kanto



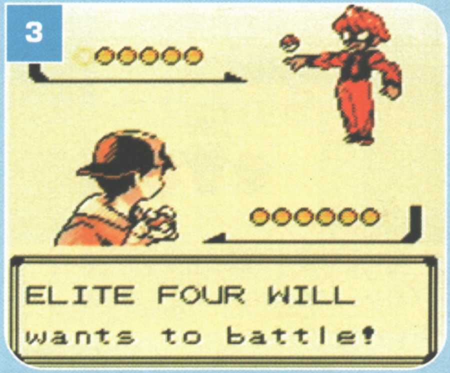
Do you want to use WATERFALL?

When you've caught either one of these two legendary Pokémon head to New Bark City and Surf east to reach the land of Kanto. Before entering Tojo Falls Cave make sure you have Goldeen in your party so that you can equip it with Waterfall otherwise you will not be able to explore the cave. When you've travelled through the cave prepare for a long trek, battling lots of trainers as you go.



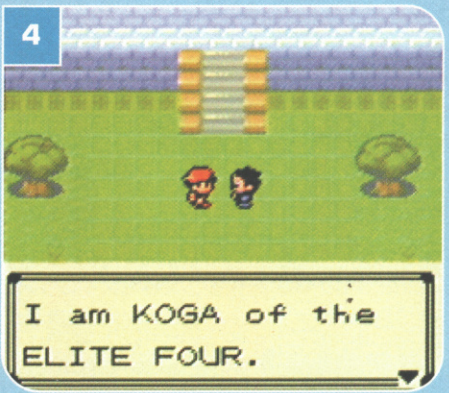
The Ultimate Goal for Trainers!

Eventually you'll reach the Pokémon League Reception gate. You'll emerge into an area full of very strong Pokémon such as Graveler, Ursaring and Rhyhorn. The Pokémon thief will also appear for another battle. If you have either Ho-Oh or Lugia you should have no problems in beating him. This is it, you've now reached the Pokémon League! Prepare to battle the Elite Five.



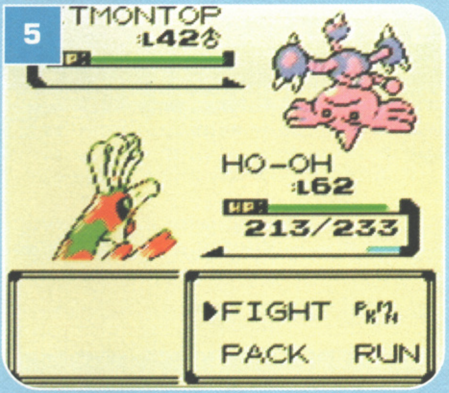
ELITE FOUR WILL wants to battle!

ELITE TRAINER 1: WILL
XATU: Use Gust to beat this Penguin type.
SLOWBRO: Electric types work well on this critter.
EXEGGUTOR: Ho-Oh's Fire Blast will give this one a toasting. If you haven't got Ho-Oh, use any other Fire attacks.
JINX: Surf makes her faint instantly.

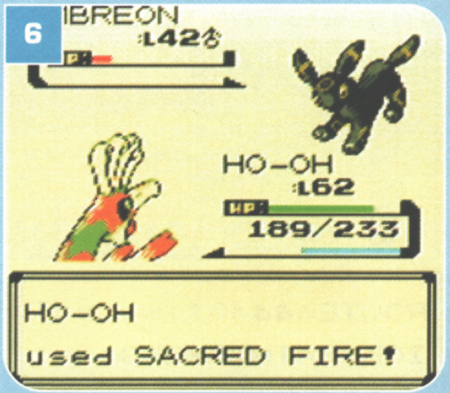


I am KOGA of the ELITE FOUR.

ELITE TRAINER 2: KOGA
ARIADOS: Fire is a very effective weapon.
VENOMOTH: Again, Fire attacks are best here.
FORRETRESS: Surf takes it out instantly.
MUK: Surf, Hydro Pump or any strong Normal attack will work well.
CROBAT: Once again, the good old Surf does the trick.

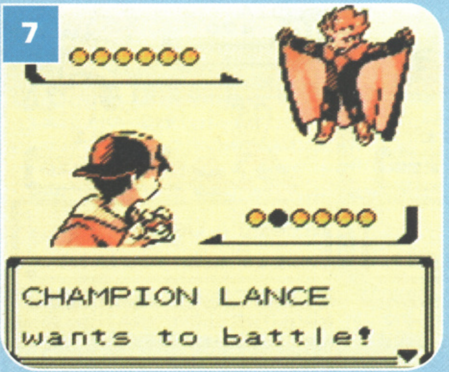


ELITE TRAINER 3: BRUNO
HITMONTOP: Use Ho-Oh's Fire Blast or any of Lugia's attacks.
ONIX: Easy! Just add water.
HITMONCHAN: Knock it down with Gust.
MACHAMP: Hydro Pump works like a charm.
HITMONLEE: This will fall foul of the Hydro Pump as well.



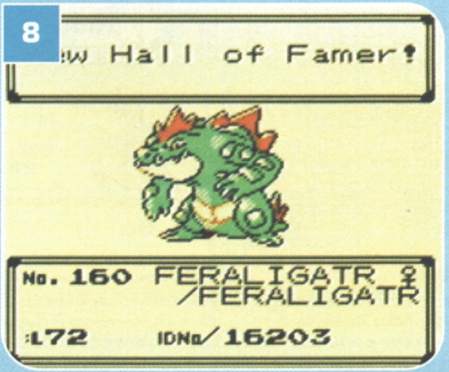
HO-OH used SACRED FIRE!

ELITE TRAINER 4: KAREN
UMBREON: Ho-Oh's Sacred Fire is super effective, or Lugia's Gust.
GENGAR: Hydro Pump makes this a one-shot battle.
VILEPLUME: Gust is the one to use here.
MURKROW: Just like Vileplume, Gust is the attack of choice again.
HOUNDOOM: Hydro Pump makes light work of the evil hound.



CHAMPION LANCE wants to battle!

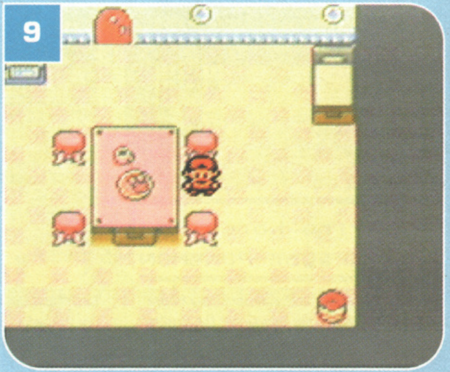
ELITE TRAINER 5: LANCE
GYRADOS: Biting, Slashing or Cutting – they are all good.
DRAGONITE: More Biting, Slashing and Cutting, with added Ice.
AERODACTYL: Surf to victory over this dino-bird.
CHARIZARD: Yet again, the trusty Surf should do the business.



w Hall of Famer!

No. 160 FERALIGATR ♀ /FERALIGATR
:L72 IDNo/16203

When you defeat Lance he'll congratulate you and induct your winning team into the Hall of Fame. The end credits will roll but don't turn off yet because you've still got a long way to go! Press Continue at the opening menu to carry on the adventure. Part two starts again at New Bark City. Visit Prof Elm to get the SS Ticket.

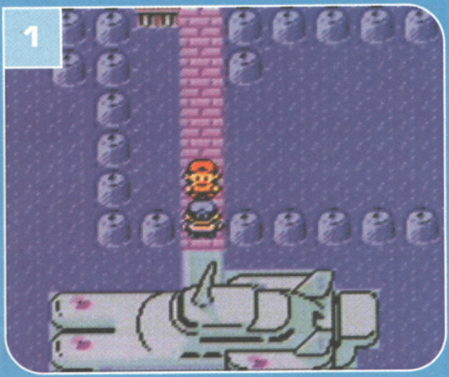


Fly to Olivine City and go through the house at the South Quay to board SS Aqua. Set sail for Vermilion and explore the ship. Speak to the old man. One of the sailors will show you your new cabin where you can heal your Pokémon. Battle lots of trainers in their cabins, most of them have Pokémon of L30 and over.

7: VERMILION CITY, SAFFRON CITY, LAVENDER TOWN, CERULEAN CITY

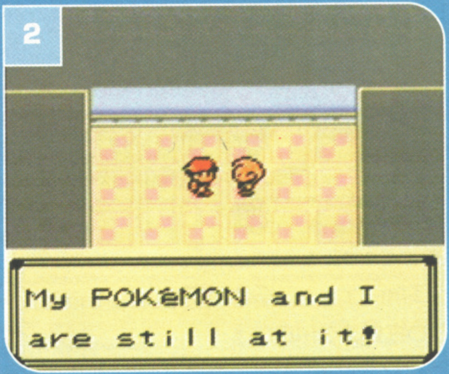
All over again!

1



Go downstairs to where a sailor asks you to find his buddy. Look for him upstairs in the cabin next to yours. Go upstairs to the Captain's Cabin to find the little girl. Take her to her Granddad and he will reward you with Metal Coat. You should now be in Vermilion City. Visit the hilarious Pokémon Fan Club to get some Rare Candy. When you're finished, visit the Gym for your next big fight.

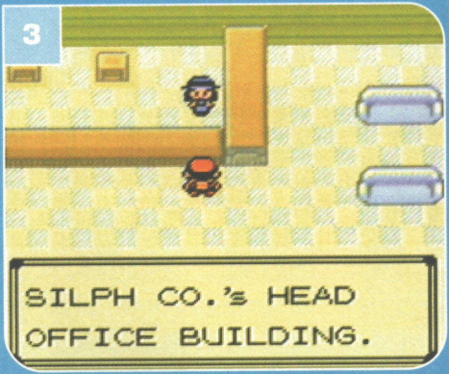
2



My POKéMON and I
are still at it!

VERMILION CITY GYM – LEADER: LT. SURGE
BADGE: THUNDER. Increases all your Pokémon's speed.
TIPS: Lt. Surge is the King of Electric Pokémon. He'll battle you with Pikachu, Raichu, Magnetron, Electabuzz and Electrode (twice!). Use your water types to dampen his thunder. If you have Surf you'll find it particularly effective against this shocking fellow.

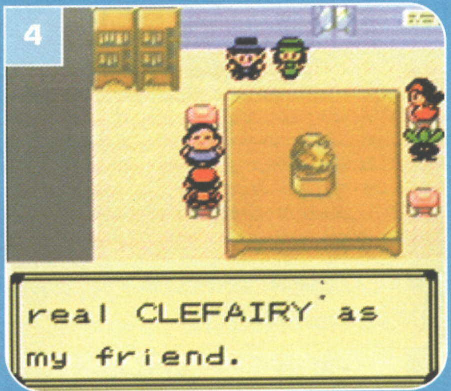
3



SILPH CO.'s HEAD
OFFICE BUILDING.

After winning, leave the Gym and take the short, winding path north to reach Saffron City. Visit the Silph Co building and the security guard will give you Up-Grade. Go to Mr Psychic's House in South Saffron and he'll give you TM29 – Psychic. Also visit little Copy Cat and her parents in the house just south of the Station. Finally, talk to Copy Cat about her lost Pokémon doll.

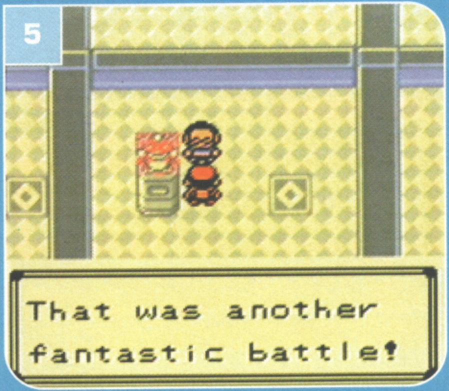
4



real CLEFAIRY as
my friend.

Fly over to Vermilion City. Go to the Pokémon Fan Club building and talk to the big-headed Pokémon fan and persuade him to give you Copy Cat's Clefairy doll. Take the doll back to Copy Cat in Saffron. She'll give you a Rail Pass so you can now travel between Johto and Kanto by choo-choo. You can board the Magnet train at Saffron and Goldenrod whenever you like. Next, visit the Gym.

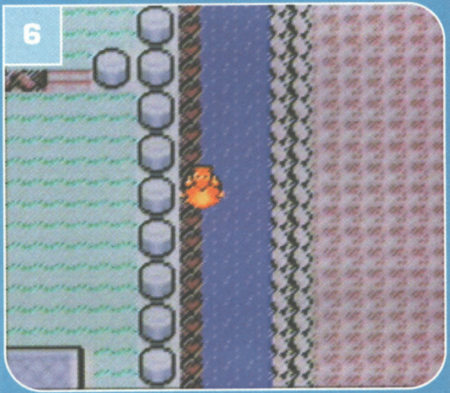
5



That was another
fantastic battle!

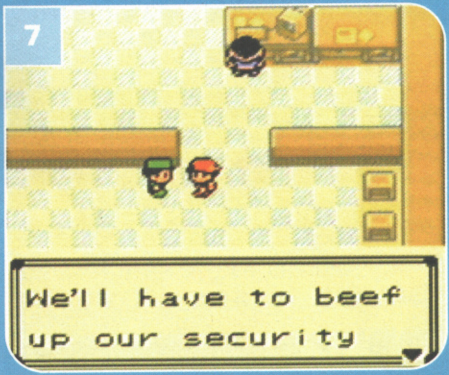
SAFFRON CITY GYM – LEADER: SABRINA
BADGE: MARSH
TIPS: To reach Sabrina use the warp spots in the floor. She's the Queen of Psychic Pokémon so make sure you have at least one Pokémon at L48 to counteract her strong team. Use Gust and Hydro Pump to defeat her with consumate ease.

6



Time to check out the Power Plant. Leave Saffron by the east exit. Keep going east until you reach Lavender Town. Head north to the Power Plant. Go through the Cave signposted 'Cerulean City to Lavender Town'. Look for TM47 – Steel Wings in the cave. When you emerge from the cave you have to surf the river down to the Power Plant just south of the Pokémon Centre.

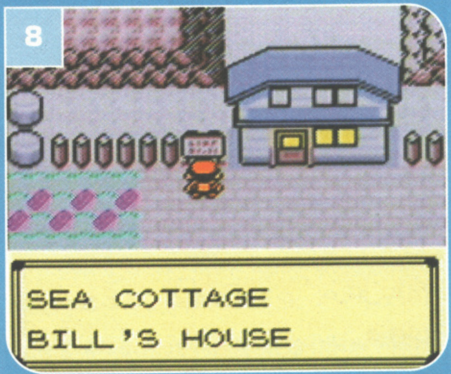
7



We'll have to beef
up our security

Talk to everyone in the Power Plant and when you try to leave you'll be asked to help track down a thief in Cerulean City. Now head back north west to Cerulean City. Enter the Cerulean City Gym. Leader Misty is missing and a Team Rocket goon bumps into you when you leave. Follow him to Cerulean Cape to the north and battle him.

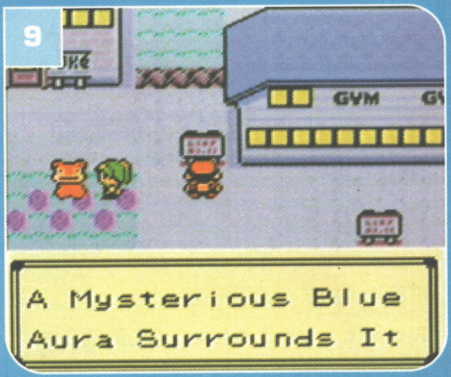
8



SEA COTTAGE
BILL'S HOUSE

He says he's left the missing Power Plant part in the Cerulean City Gym. Keep going north. Follow the winding path through the trees east. Check out Bill's Sea Cottage. Show Bill the Pokémon he asks you about if you have it (the first one is Lickitung). He'll give you rare Evolution Stones. Then follow Misty back to her gym.

9

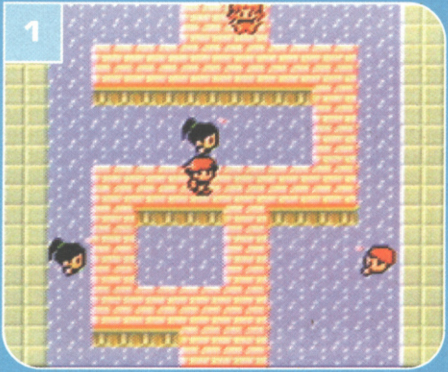


A Mysterious Blue
Aura Surrounds It

CERULEAN CITY GYM – LEADER: MISTY
BADGE: CASCADE
TIPS: Misty relies on water Pokémon and should pose few problems provided you have either Lugia or Ho-Oh as well as a couple of Grass or Electric types for backup.

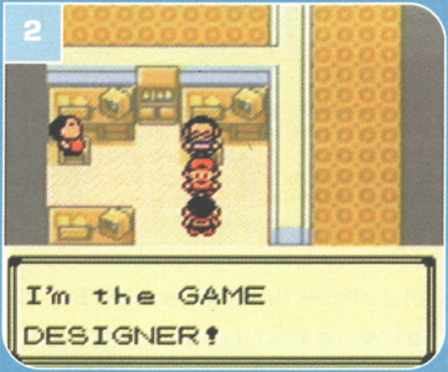
8: LAVENDER TOWN, CELADON CITY, VERMILION CITY, PEWTER CITY, VIRIDIAN CITY AND MORE

1



Search the top left corner of the square of water in the middle of the Gym to get the missing Machine Part. Take the Machine Part back to the Power Plant. The grateful boss will give you TM07 – Zap Cannon, which is a sweet attack. Fly back to Lavender Town and go to the Radio Station. The man by the wall gives you the EXPN card for your radio. Fly to Saffron City and head west to Celadon City.

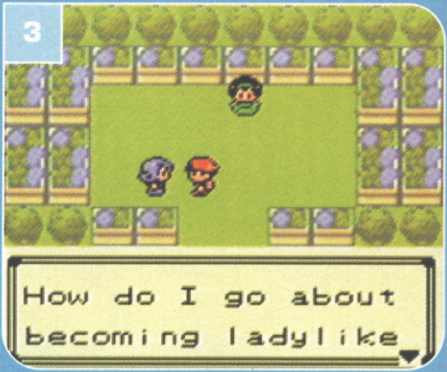
2



I'm the GAME DESIGNER!

Search the Game Freak offices, then go round the back of the Mansion, find the secret entrance and talk to the guy on the top floor to get TM 03 – Curse. Also check out the Game Corner and Department Store. Now take on Erika in the Gym. After that, go through the east side house and down the cycle path to Fuchsia City. Talk to the inhabitants and then fight Janine in the Gym there.

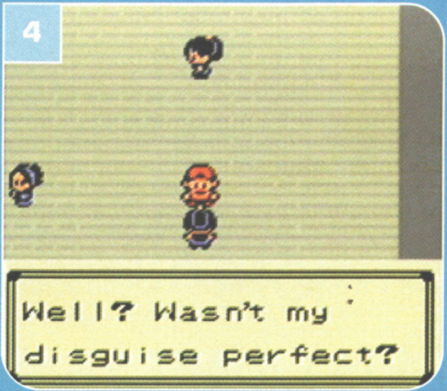
3



How do I go about becoming ladylike

CELADON CITY GYM – LEADER: ERIKA
BADGE: RAINBOW
EXTRAS: TM19 – Giga Drain
TIPS: You have nothing to fear in this Gym with either Ho-Oh or Lugia on your side – they're awesome. Use fire attacks to smoke Erika's Grass types to Kingdom Come and back.

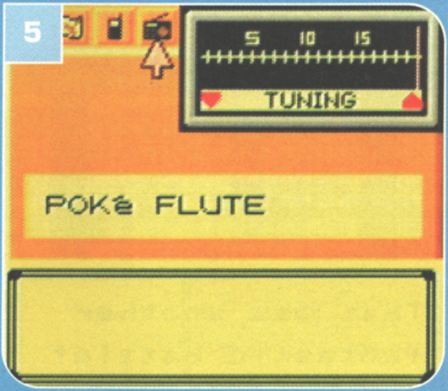
4



Well? Wasn't my disguise perfect?

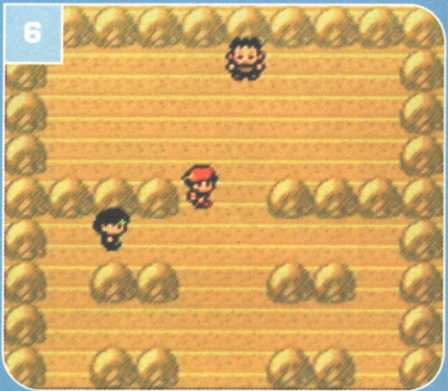
FUCHSIA CITY GYM – LEADER: JANINE
BADGE: SOUL
EXTRAS: TM06 – Toxic.
TIPS: Janine uses Poison and Bug types so make sure you have plenty of Antidote in your Pack. Fry 'em with Fire type attacks to defeat Janine and her crew.

5



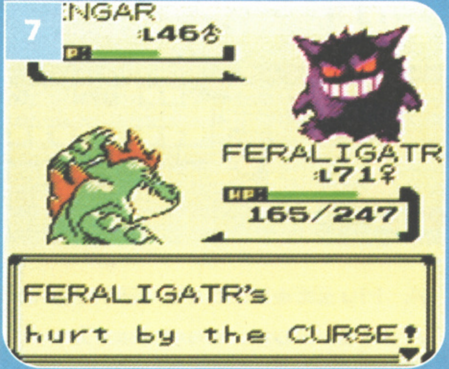
Fly to Vermilion City. Play the flute music on your radio to wake up the Snorlax and capture him. Enter Diglett's Cave. When you leave, talk to the man in the cottage to get a Nugget. Cut the tree to get on the pathway to Pewter. Talk to the old man near the Mt Moon Gift Shop sign. If you're playing *Gold* he'll give you Silver Wing, if you're playing *Silver* he'll give you Rainbow Wing. On to the Gym.

6



PEWTER CITY GYM – LEADER: BROCK
BADGE: BOULDER
TIPS: Brock uses Rock types which are helpless against Water types and grass moves such as Vine Whip and Razor Leaf are very effective too. If you managed to catch Snorlax use his awesome Body Slam attack to crush the likes of Rhyhorn and Kabutops.

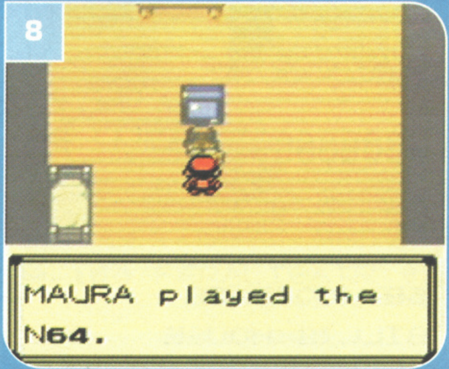
7



FERALIGATR's hurt by the CURSE!

Go east to Mt Moon. Make sure you're fully healed before you get there because you'll soon face another titanic battle with the Pokémon thief. Crush his fearsome Gengar with Snorlax's Rollout. Journey through the Mountain then head south to Viridian City via Route 2. Keep going south along Route 1 to Pallet Town.

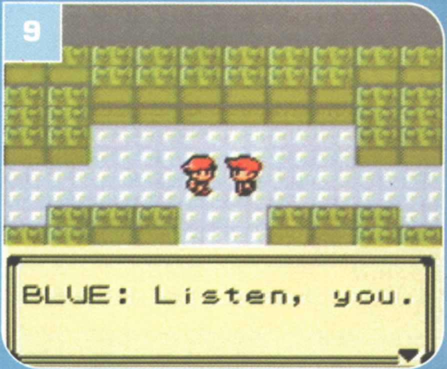
8



MAURA played the N64.

Visit Red's House. Go upstairs and play his N64! Talk to the girl in Blue's House. Talk to everyone in the Pokémon Research Lab. Surf south to Cinnibar Island and talk to Blue. Follow him back to Viridian City Gym for a colossal battle. When he's defeated, find Cinnabar Gym relocated to a cave in the Seafoam Islands to Cinnabar's east.

9



BLUE: Listen, you.

VIRIDIAN CITY GYM – LEADER: BLUE
BADGE: EARTH
TIPS: Take his Exeggutor out quickly with your strongest Pokémon to avoid the crippling Sloar Beam. Ho-Oh or Lugia and Snorlax should make light work of the rest of Blue's six-strong team.

9:

1

CINNA
BADGE
TIPS:
here.
work
Magca

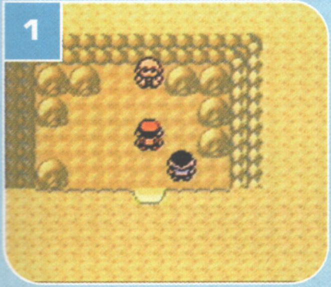
10

Give
in ret

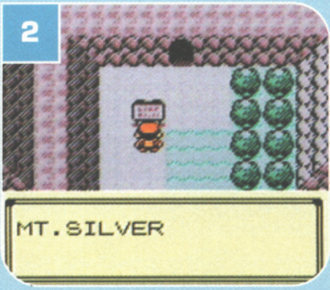
APRIC
White
Red
Blue
Black
Pink
Green
Yellow

9: SEAFOAM ISLAND, PALLET TOWN, SILVER MT

Bash Blaine and the end is in sight

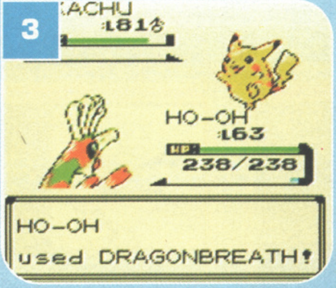


CINNABAR GYM – LEADER: BLAINE
BADGE: VOLCANO
TIPS: Water, ice or rock Pokémon will work best here. Snorlax and Hydro Pump will make quick work of Blaine's volcanic team which consists of Magcargo, Magmar, and Rapidash.



MT.SILVER

Fly to Pallet and talk to Prof Oak who rewards you with access to Silver Mt. Find Silver Mt from Indigo Plains. Head for the Pokémon League Reception gate via Route 26. Go past the desk and take the left corridor to reach Route 28 and Mt Silver. Follow the path from the Pokémon Centre.



HO-OH
used DRAGONBREATH!

Talk to the lady to get TM 47 – Iron Wing. The entrance to Silver Cave is a few steps north of the Pokémon Centre. Find Red Trainer at the end of the cave. Use Rock types to bash his L81 Pika and stop him using Full Restore. Snorlax and Ho-Oh or Lugia should be enough to beat the rest.

I saw this giant
POKéMON flying

Congratulations, you've finished the game. The credits will roll but you still have lots of Pokémon to catch, including the second of the legendary Pokémon. If you're playing *Gold* you can now seek out Lugia in the Whirpool Islands. If playing *Silver* you can get Ho-Oh from the Tin Tower in Ecruteak.

10: TIPS AND TRICKS

As with all Pokémon games, *Gold* and *Silver* are full of secrets to discover

SPECIAL POKE BALLS

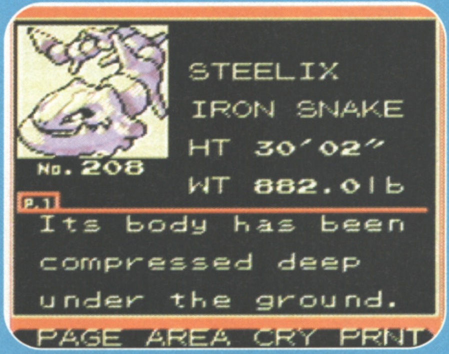
Give different coloured Apricorns to Kurt in Azalea Town in return for special Pokéballs to help you catch 'em all.

Hey! It's
WHT APRICORN!

APRICORN	BALL
White	Fast
Red	Level
Blue	Lure
Black	Heavy
Pink	Love
Green	Friend
Yellow	Moon

TRADE EVOLUTION

Trade these Pokémon with your friends to see them evolve. It's the only way to see their evolved forms.

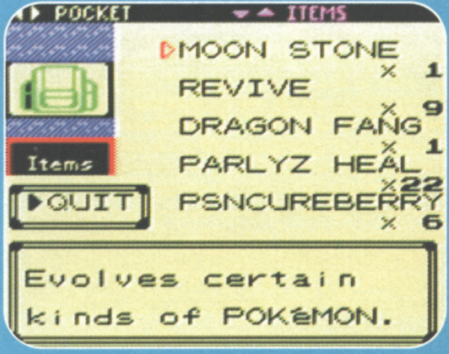


STEELIX
IRON SNAKE
HT 30′02″
WT 882.0lb
Its body has been
compressed deep
under the ground.

Seadra evolves into Kingdra (must be holding Dragon Scale when traded). Kadabra evolves into Alakazam. Graveler evolves into Golem. Haunter evolves into Gengar. Machoke evolves into Machamp. Poliwhirl evolves into Politoed (must be holding King's Rock). Onix evolves into Steelix (must be holding Metal Coat). Scyther evolves into Scizor (must be holding Metal Coat). Porygon evolves into Porygon 2 (must be holding Up-Grade). Slowpoke evolves into Slowking (must be holding King's Rock).

EVOLUTIONARY STONES

Certain Pokémon will only evolve with the aid of a particular evolutionary stone. Here's the list.



▷MOON STONE ×1
REVIVE ×9
DRAGON FANG ×1
PARLYZ HEAL ×22
PSNCUREBERRY ×6

Evolves certain
kinds of POKéMON.

You get the Moon Stone on Route 27 and the Solar Stone is awarded as first prize in the Bug Hunt. All the other Stones are given to you by Bill's Grandad in Sea Cottage when you show him the Pokémon that he wants to see. Show him Oddish to get the Leaf Stone, show Staryu to get the Water Stone, Vulpix to get the Fire Stone and Pichu to get the Thunder Stone. The only thing is that he doesn't know the names of the Pokémon so you'll have to guess them from his clues to get those magical rocks.

Oh!
A bite!

TOP TRAINER TIPS

Follow these basic tips and you'll soon be a star Pokémon Trainer ready to take on all-comers.

- Keep your Pokémon happy by getting their hair cut, avoiding Bitter Berries and feeding them Minerals and supplements. Some Pokémon such as Togepi will only evolve when happy and all of them obey you better in battle when chuffed.
- Search every inch of every single location. When you acquire new skills revisit previous locations to see what else you can find.
- Always save before trying to catch a rare Pokémon or you'll loose it forever.
- Remember that some Pokémon only appear on certain days of the week, such asLapras who appears on Fridays.
- Be friendly! Talk to everyone to find out more secrets, even the dribbling old loonies mumbling to themselvs in the corner.

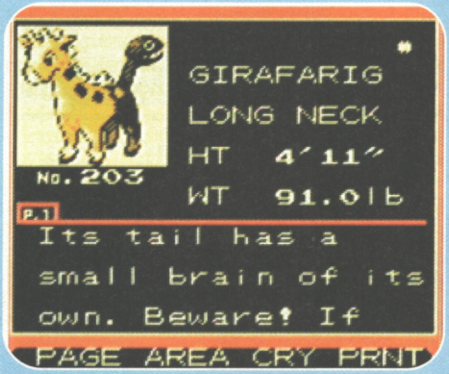
Hey! It's
BERRY!

POKEMON SPECIAL

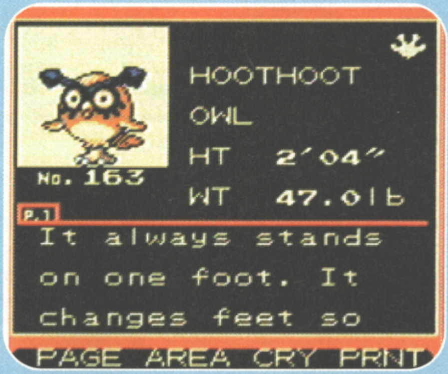
11: THE NEW POKEMON

So you want to know what they're called? Here they all are

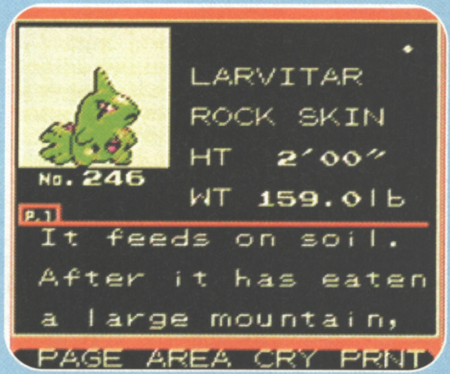
There's an impressive 99 new little critters collect, bringing the overall total Pokémon in *Gold* and *Silver* to 251. Although most of the new ones appear in both versions, there are a few that are specific to just one or the other The 251st Pokemon is actually a top secret creature called Selebi who is even rarer than the great Mew. Expect to be queuing up to have him/her transferred onto your Gameboy sometime in the near future. We've got the full list of names for you to learn to pronounce while you're waiting for our review and Masterclass in the Spring. Take a deep breath and here we go...


GIRAFARIG
LONG NECK
No.203
HT 4′11″
WT 91.0lb
P.1
Its tail has a small brain of its own. Beware! If
PAGE AREA CRY PRNT

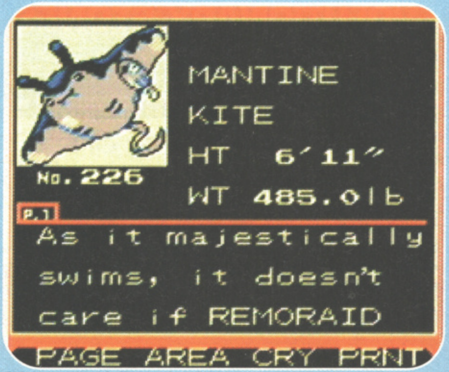
Chikorita, Bayleef, Meganium, Cyndaquil, Quiliva, Typhlosion, Totodile, Croconaw, Feraligator, Sentret, Furret, Hoot Hoot,


HOOTHOOT
OWL
No.163
HT 2′04″
WT 47.0lb
P.1
It always stands on one foot. It changes feet so
PAGE AREA CRY PRNT

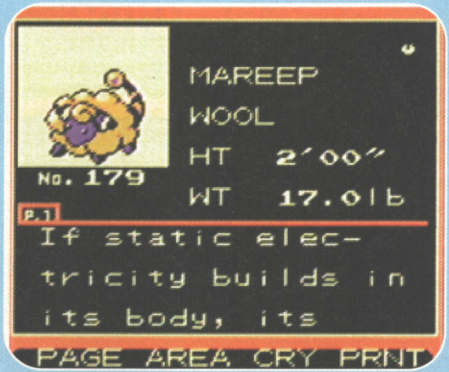
Noctowl, Ledyba (Silver only), Ledian (Silver only), Spinarak (Gold Only), Ariados (Gold only), Crobat, Chinchou, Lanturn, Pichu, Cleffa,


LARVITAR
ROCK SKIN
No.246
HT 2′00″
WT 159.0lb
P.1
It feeds on soil. After it has eaten a large mountain,
PAGE AREA CRY PRNT

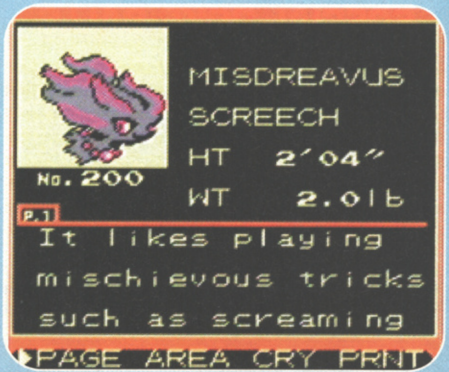
Igglybuff, Togepi, Togetic, Natu, Xatu, Mareep, Flaffy, Ampharos, Bellosom, Marril, Azumarril, Sudowoodo, Politoed, Hoppip.


MANTINE
KITE
No.226
HT 6′11″
WT 485.0lb
P.1
As it majestically swims, it doesn't care if REMORAID
PAGE AREA CRY PRNT

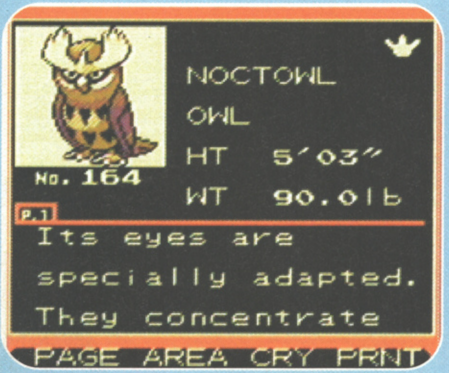
Skiploom, Jumpluff, Aimpom, Sunkern, Sunflora, Dunsparce, Wooper, Quagsire, Espeon, Umbreon, Murkrow, Slowking,


MAREEP
WOOL
No.179
HT 2′00″
WT 17.0lb
P.1
If static elec-tricity builds in its body, its
PAGE AREA CRY PRNT

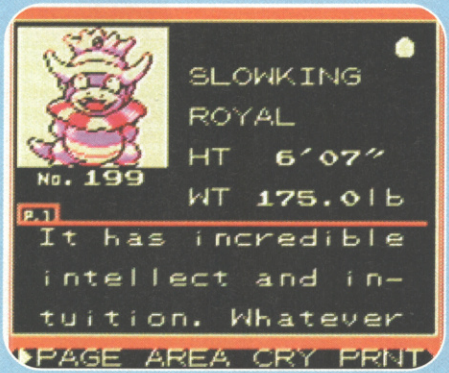
Misdreavus, Unown, Wobbuffet, Girafarig, Pineco, Forretress, Duglari, Gligar (Gold only), Steelix, Snubbull, Granbull, Qwilfish,


MISDREAVUS
SCREECH
No.200
HT 2′04″
WT 2.0lb
P.1
It likes playing mischievous tricks such as screaming
▶PAGE AREA CRY PRNT

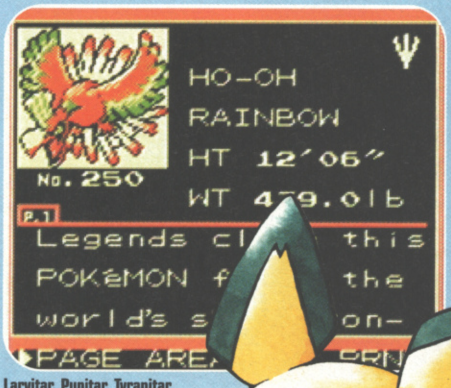
Scizor, Shuckle, Heracross, Sneasel, Teddiursa, Ursaring, Slugma, Magcargo, Swinub, Piloswine, Corsola, Remoraid, Octillery.


NOCTOWL
OWL
No.164
HT 5′03″
WT 90.0lb
P.1
Its eyes are specially adapted. They concentrate
PAGE AREA CRY PRNT

Delibird (*Silver* only), Mantine (*Gold* only), Skarmory (*Silver* only), Houndoor, Houndoom, Kingdra, Phanphy (*Silver* only), Donphan


SLOWKING
ROYAL
No.199
HT 6′07″
WT 175.0lb
P.1
It has incredible intellect and in-tuition. Whatever
▶PAGE AREA CRY PRNT

(*Silver* only), Porygon 2, Stantler, Smeargle, Tyrogue, Hitmontop, Smoochum, Elekid, Magby, Miltank, Blissey, Raikou, Entei, Suicine,


HO-OH
RAINBOW
No.250
HT 12′06″
WT 4[illegible]9.0lb
P.1
Legends cl[illegible] this
POKéMON f[illegible] the
world's s[illegible]on-
▶PAGE AREA[illegible]PRN

Larvitar, Pupitar, Tyranitar, Lugia, Ho-Oh, Celebi...Phew!

WATCH OUT IN SPRING FOR OUR FULL REVIEWS AND EXCLUSIVE MASTERCLASS TELLING YOU WHERE TO CATCH 'EM ALL AND WHICH POKEMON ROCK IN *GOLD* AND *SILVER*

BBC

It exists only to annihilate. It knows only destruction. Just pray it crushes your mate and not you. Have you got what it takes to become the ultimate Roboteer? Build your own robots, train them in the arena and battle them in the Grudge Match. If you can avoid destruction from the most feared robots in the universe you will go head to head in War Zone. Forget friendship and look after number one, it's time to put the scrap back into metal.

ROBOT WARS™ NOW AVAILABLE ON GAME BOY COLOR

Available from all good software retailers, or through the BBC Online shop: www.bbcshop.com, or by mail order on Tel: (01795) 414 715

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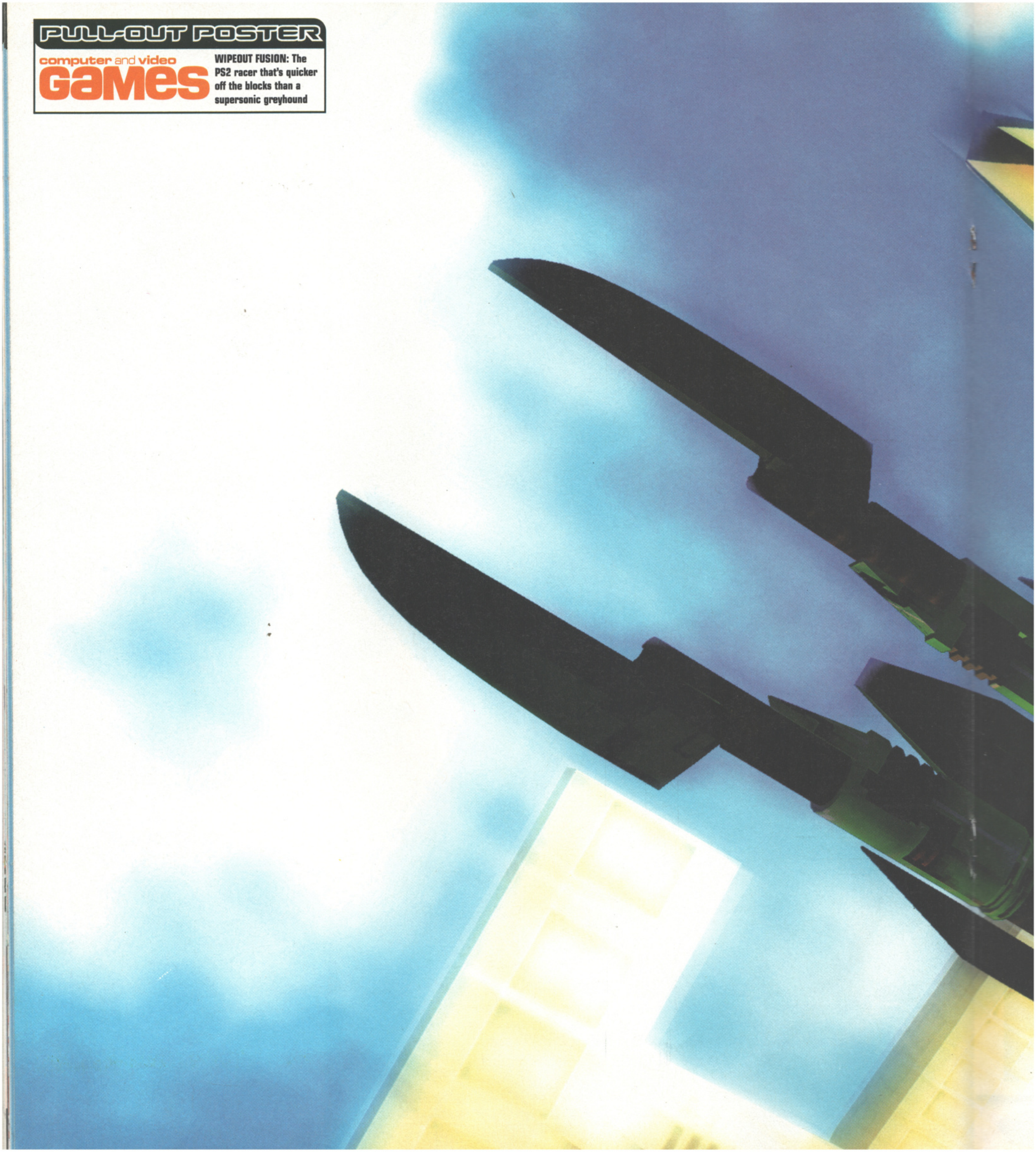
computer and video GAMES

WIPEOUT FUSION: The PS2 racer that's quicker off the blocks than a supersonic greyhound



EASY

Not everyone gets to play games and make money while doing it, but you can with Easy Money. Send us any ace tips, cheats, passwords and secrets you've found for your favourite game and if we print it we'll send you a crisp tenner.

TIP OF THE MONTH

PlayStation

■ SPIDER-MAN

Phil Harris from Ipswich gets* Dino Crisis 2 *for these spectacular* Spider-Man *tips.

All of these codes should be entered in the Cheat menu, which is accessed by selecting Special from the Main Menu.

CHEAT	CODE
Big head Spider-Man	DULUX
Invincible Spider-Man	RUSTCRST
Level select	XCLSCIOR
Unlimited webbing	STRUDL
Unlock all comic book covers	ALLSIXCC
Unlock all movies	WATCH EM
Unlock everything	EEL NATS
Unlock Joel Jewett	RULUR

PC CD-ROM

■ VOYAGER: ELITE FORCE

Steve Cameron from Dublin is a* Voyager *freak who loves nothing better than dressing up as Captain Janeway and giving Neelix a good pasting in* Elite Force *multiplayer modes. He's given us these great codes for the single player version of the game and now we're going to assimilate him after giving him a Borg technology-enhanced tenner.

To access these cheats first enable the console by pressing the ~ key when playing the single player game. Type the code in and hit return.

CODE	CHEAT
God	God mode
Give weapons	All weapons
Undying	Full health and armour
No target	Invisibility
CG_third person 1	Enable third person view
CG_third person 0	Disable third person view
Map brig	Unlock secret level
Give [item]/Get [item]	Replace '[item]' with any of the following: Phaser, Tetryon Disruptor Compression Rifle Scavenger Rifle IMOD Tricorder, Health Ammo, Weapons, All Stasis, Weapon, Grenade Launcher, Photon Burst Dreadnought Weapon Armor
Map [Map name]	Replace '[Map name]' with any of the following: borg1 - 6 voy1 - 20 stasis 1 - 3 scav 1 - 5 scavboss, scav3b dn1 - 8 holodeck forge 1 - 5, forgeboss

■ CRIMSON SKIES

Chocks away! Thanks to Gordon Giler in Huddersfield for this high-flying tip.

To open up a hidden menu, go to the main game menu and right-click on the microphone. Enter the word 'idaho' to activate a menu on the right side of the screen. You should then be able to go to any mission that you choose.

■ METAL GEAR SOLID

Jasper Hill from Wimbledon has been sneaking around to bring us these mint* MGS *cheats.

Open the *Metal Gear Solid* folder in your C-Drive and rename the MGSI.exe file 'MGSI.exe-cheatenable'. When you play the game, you can press the following keys to activate the cheat modes.

KEY	CHEAT
F2	God mode
F6	Observe mode
F5	Normal mode
F7	Quick level restart

■ BLAIR WITCH VOLUME ONE: THE RUSTIN PARR INVESTIGATION

It wasn't everyone's cup of tea but Dawn Hannigan from Virginia Water liked it plenty.

To activate any of the following cheats just press F10 during gameplay and type 'em in.

CODE	WHAT YOU GET
getintomybelly	All weapons
mediumrare	Crossbow
hellfreezeover	Disable enemy AI
goodtimesman	Dynamite
combatisscary	Easy combat
isuck	Easy mode
puzzlesarescary	Easy puzzles
smileynomore	Elephant Gun
burnyourassoff	Flame-thrower
flameonastick	Flaming ammo
givemefaith	Full health
thedogfarted	Gas Mask
iworkforgod	Invincible
nod3d	Invisible

GAME BOY COLOR

■ TAZMANIAN DEVIL: MUNCHING MADNESS

Gavin Winston from Leeds is a tenner richer for these Taz-tastic cheats.

Enter the following passwords to access the levels.

PASSWORD	LEVEL
BLGNGJPDFFTJ	China
LMBPBKTFKDPK	Switzerland

MONEY

NINTENDO 64

■ DUKE NUKEM: ZERO HOUR

Big Duke fan Steve Nash of Bradford earns our respect for sicking up these codes.

The four codes should be entered at the start screen when you see 'Press Start'. If you've entered them correctly, you'll hear a beep.

FREEZE-THROWER WITH UNLIMITED AMMO: press Down, Up, A, L, R, Z.

FIRST-PERSON VIEWPOINT: Press Down, Up, L, B, Z, Left, C-Up, C-Right, C-Left, Z.

RIFLE WITH UNLIMITED AMMO: Press C-Up, C-Down, C-Left, C-Right, L, R.

ACTION NUKEM MODE: Press Down twice, A, Z twice, Left, A.

DREAMCAST

■ LEGACY OF KAIN: SOUL REAVER

Adam Childs from Glasgow sent us a couple of cheats to get our teeth into. You're a gent, Adam.

To activate each cheat just pause the game, hold down L and R and press the following buttons:

AERIAL REAVER: A, Right, Up, Up, Y, Left, Left, Right, Up.

ALL ABILITIES: Up, Up, Down, Right, Right, Left, B, Right, Left, Down.

■ ULTIMATE FIGHTING CHAMPIONSHIP

More Brutal than boxing, more bloody than the WWF, Tim Carroll reckons UFC is the business. He sent us these beauties in to prove it.

GET 999 SKILL POINTS: In Career mode, create a wrestler and call him Best Buy.

UNLOCK EACH FIGHTER'S TYPE, STYLE AND LEVELS: Win the Silver Belt with any of the original fighters.

■ FERRARI 355 CHALLENGE

Gary Cain from Boston deserves respect for these F355 cheats.

UNLOCK HIDDEN TRACKS: Choose Options from the Main Menu. On the Options screen hold down X and Y untill you see a new Passwords Option. Keep holding X and Y, select the Option and enter these passwords.

PASSWORD	COURSE
CinqueValvole	Fiorano
LiebeFrauMilch	Nurburgring
Stars&Stripes	Laguna-Seca
KualaLumpur	Sepang
DaysofThunder	Atlanta course

PLAYSTATION

■ TENCHU 2

Craig Moorehouse from Bradford has been slashing throats like a true nutter while playing *Tenchu 2* ***but he's wiped the blood from his hands and taken a few moments to share these with the rest of us.***

To completely replenish your health, pause the game and hold down circle. Then press left, right, up, down.

To unlock Tatsumaru go to the Stage Select screen and hold down Circle and Square until the end. Then press right, up, left, down. Keeping down pressed, hit L1, L2. Release down and press select.

■ STAR TREK INVASION

More Federation malarky, this time involving the Next Generation crew. Kerry Adams from Leicester has a brilliant cheat for this equally brilliant game. Cheers Kerry, have a tenner!

To unlock all levels, secrets, movies and additional in-game pause menu options, head for the Stellar Cartography screen and press Up, Left, Down, Right, Up, Right, Down, Left, Up, L1+R1, L2+R2.

■ ECW: ANARCHY RULES

Marion O'Bannon sent these all the way from Paisley.

BIG DAMAGE MODE: Win the Toughman Belt on Hard with the no-blocking option enabled. Win Heavyweight mode on Hard with the appropriate wrestler for these.

MODE	WRESTLER
BIG FEET	Spike Dudley
BIG HANDS	Super Crazy
BIG HEAD	Simon Diamond
EGO	Jerry Lynn

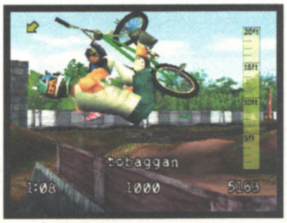
■ DAVE MIRRA FREESTYLE BMX

Brad Weaver's got a tenner for his rad advice.

Complete the game with anyone other than Ryan Nyquist, Dave Mirra or Slim Jim to open these cheats.

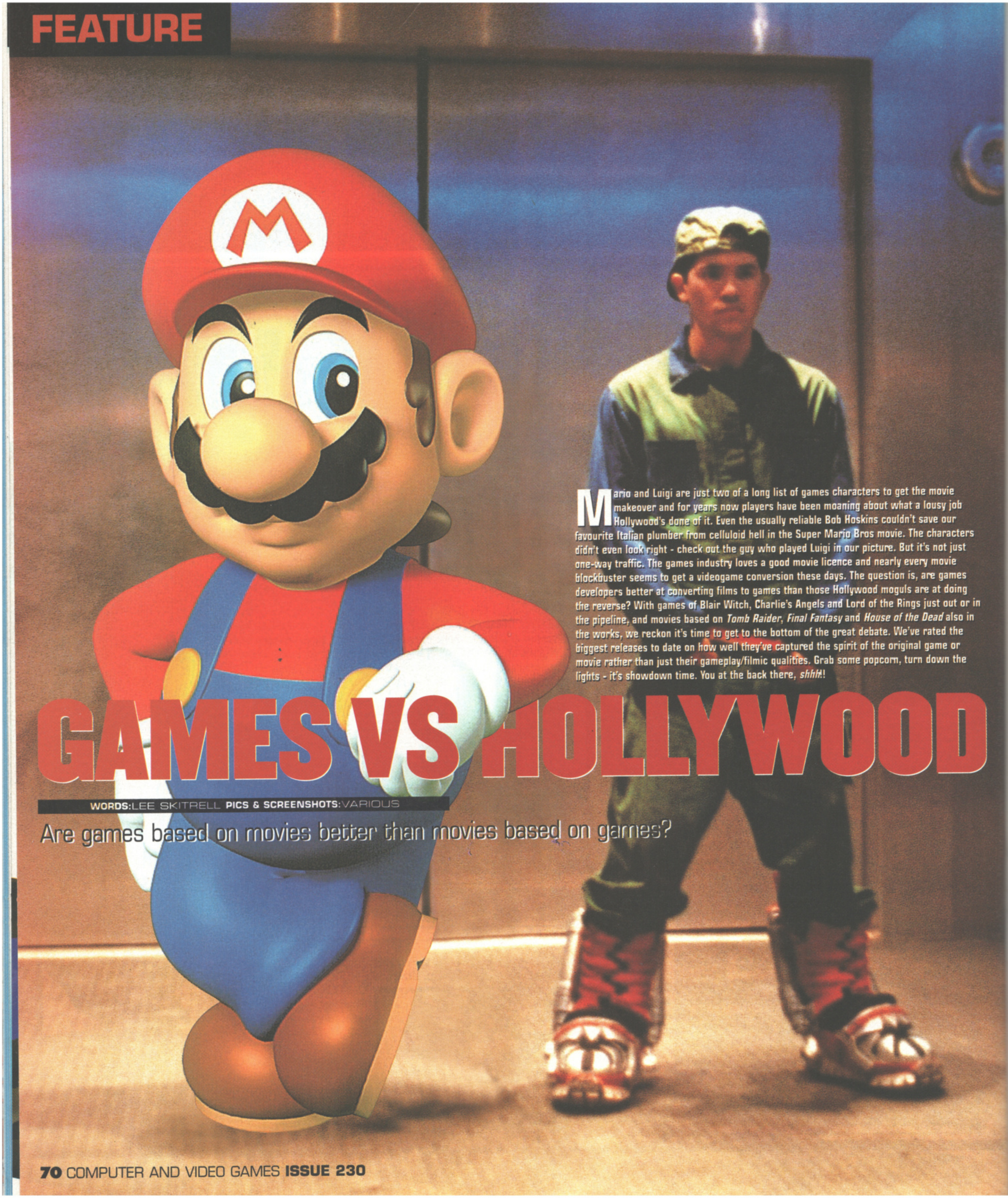
RIDER	CHEAT
Joey Garcia	Ghost rider mode
Leigh Ramsdell	Big crash mode
Shaun Butler	Night vision mode
Kenan Harkin	Sticky crash mode
Tim Mirra	Silly Grunt mode

UNLOCK ALL BIKES: Start Proquest mode. At the bike selection screen press Up, Left, Up, Down, Up, Right, Left, Right, Circle.



UNLOCK ALL LEVELS: Start Proquest mode. At the style selection screen press Left, Up, Right, Down, Left, Down, Right, Up, Left, Circle.

UNLOCK ALL STYLES: Once again at the Proquest style selection screen, press the following: Left, Up, Right, Down, Left, Down, Right, Up, Left, Circle.



Mario and Luigi are just two of a long list of games characters to get the movie makeover and for years now players have been moaning about what a lousy job Hollywood's done of it. Even the usually reliable Bob Hoskins couldn't save our favourite Italian plumber from celluloid hell in the Super Mario Bros movie. The characters didn't even look right - check out the guy who played Luigi in our picture. But it's not just one-way traffic. The games industry loves a good movie licence and nearly every movie blockbuster seems to get a videogame conversion these days. The question is, are games developers better at converting films to games than those Hollywood moguls are at doing the reverse? With games of Blair Witch, Charlie's Angels and Lord of the Rings just out or in the pipeline, and movies based on *Tomb Raider*, *Final Fantasy* and *House of the Dead* also in the works, we reckon it's time to get to the bottom of the great debate. We've rated the biggest releases to date on how well they've captured the spirit of the original game or movie rather than just their gameplay/filmic qualities. Grab some popcorn, turn down the lights - it's showdown time. You at the back there, *shhh*!

GAMES VS HOLLYWOOD

WORDS: LEE SKITRELL **PICS & SCREENSHOTS:** VARIOUS

Are games based on movies better than movies based on games?

You'd thin
easy one
game and

HOORAY FOR HOLLYWOOD?

You'd think that the transition from all-action videogame to all-action blockbuster movie would be an easy one for Hollywood movie-meisters to get right. Just think of all the times you've been playing a game and thought to yourself what a good film it would make. But you only need take one look at this sorry collection of movies based on games and you'll see just how easy it is to muck it up. Let's hope that those cigar-chomping studio executives have learned from some of the heinous mistakes catalogued below for the forthcoming game-inspired movies. We furrow our brows with trepidation...

STREET FIGHTER – 1994

Rated 15

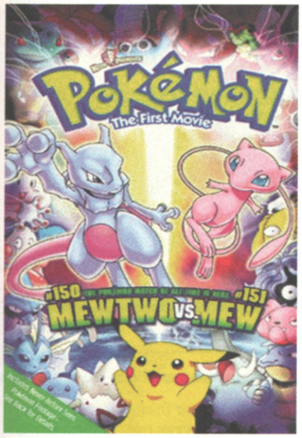
DIRECTED BY: Steven E De Souza
STARRING: Jean Claude Van Damme (Col Guile), Raul Julia (General M Bison), Kylie Minogue (Cammy)
THE PLOT: Evil dictator M Bison holds Allied Nation workers for ransom. Guile leads his elite troops into battle against him to free the hostages and save the world
BLUFFER'S FACT: Streetfighter was Raul Julia's (Gomez from the Addams' Family movies) last movie before he died. Sadly, it's not much of a swansong for the old boy
WE RECKON: No-brainer action that would be perfect for younger viewers if it wasn't for OTT violence and that 15 rating. Mostly lame but watchable, largely due to the delectable Ms Minogue's high-kicking performance
★★

NOTHING IN THIS WORLD HAS PREPARED YOU FOR THIS
MORTAL KOMBAT
15

MORTAL KOMBAT – 1995

Rated 15

DIRECTED BY: Paul Anderson
STARRING: Christopher Lambert (Lord Rayden), Robin Shou (Liu Kang)
THE PLOT: Rayden the Lightning God guides a gaggle of prize fighters led by Liu Kang in the ultimate tournament called Mortal Kombat, where the fate of the world hangs in the balance
BLUFFER'S FACT: The movie was written by Ed Boon and John Tobias, the same guys who created the videogame series
WE RECKON: Mortal Kombat is actually pretty good if you're into wicked fights and computer generated special effects. Not much plot but it's all done with style and doesn't take itself too seriously. Manages to capture the atmosphere of the games pretty well. Funny how the videogame series has died out, though
★★★



POKEMON: THE MOVIE – 1999

Rated PG

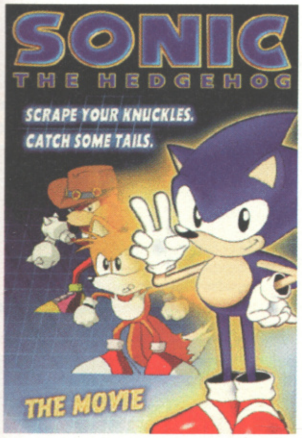
DIRECTED BY: Michael Haigney, Kunohiko Yuyama
STARRING: Voices of Veronica Taylor (Ash), Philip Bartlett (Mewtwo), Ikue Ootani (Pikachu)
THE PLOT: Scientists create a genetically engineered Pokémon called Mewtwo but abuse and mistreat him. Mewtwo swears to exact his revenge and goes on a destructive mission to discover who he really is
BLUFFER'S FACT: Buy it on video or DVD and you also get Pikachu's Vacation, a totally surreal and howlingly funny mini-movie. Well, we laughed
WE RECKON: Slightly classier than the cartoon show, Ash's big screen adventure is decent, features all 151 of the original Pokémon and stays pretty close to feel of the game. But the annoying moral lectures tucked in between the good bits are irritating
★★★

"IT'S A BLAST!"
-The Washington Post
BOB HOSKINS JOHN LEGUIZAMO DENNIS HOPPER
SUPER MARIO BROS.
This Ain't No Game,
It's A Live-Action Thrill Ride!

SUPER MARIO BROS – 1999

Rated PG

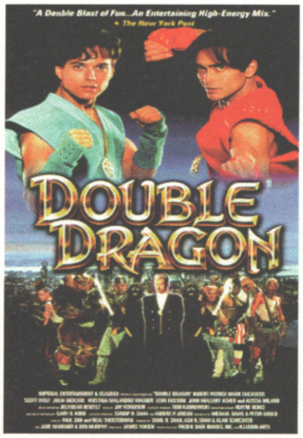
DIRECTED BY: Annabel Jankel, Rocky Morton
STARRING: Bob Hoskins (Mario), John Leguizamo (Luigi), Dennis Hopper (King Kooper)
THE PLOT: The two Brooklyn plumber brothers are zapped into a parallel world where dinosaurs roam free and have to rescue the Princess from King Kooper
BLUFFER'S FACT: Hard to believe but games' legend Shigeru Miyamoto co-wrote the script. He must have been having a bad day
WE RECKON: Despite a huge budget, it's pretty terrible and flopped horribly. Bob Hoskins as Mario just didn't work and the guy playing Luigi is instantly forgettable. The highlights are a suitably over-the-top Hopper as King Kooper and the pin-headed Kooper Troopers. Watch this and you'll cringe with embarrassment. Disappointing
★★



SONIC THE HEDGEHOG: THE MOVIE – 1999

Rated U

DIRECTED BY: Not credited
STARRING: Not credited
THE PLOT: Sonic and Tails are sent on a mysterious mission to Robot-tropolis. It turns out to be a trap set by Dr Robotnik to keep the duo busy so he can take over the world
BLUFFER'S FACT: A cartoon film that was so bad it was consigned to the video rental shelves without a cinema release. Everyone promptly, and justifiably, forgot it after that
WE RECKON: This is a truly nasty animated movie, even worse than the god-awful cartoon series. Tails sounds like he's got a cold and Sonic sounds like an annoying teenage brat. Weak in every department and a shame considering Sonic's a cool character. Only pre-schoolers will enjoy this
★


"A Double Blast of Fun...An Entertaining High-Energy Mix."
★ The New York Post
DOUBLE DRAGON

DOUBLE DRAGON – 1993

Rated 12

DIRECTED BY: James Yukich
STARRING: Scott Wolf (Billy Lee), Mark Dacascos (Jimmy Lee)
THE PLOT: Brothers Billy and Jimmy own half an ancient and powerful Talisman while an evil gang leader has the other half. The rivals battle each other for the other piece and the ultimate power
BLUFFER'S FACT: The most shocking thing about DD is that is has nothing to do with the videogames other than sharing lead characters and the title!
WE RECKON: Unforgivably bad. This didn't do much for the actors' careers. Legend has it they were hard-pressed to even get work making fire drill videos after this. The fights are weak, the special effects sparse and lame and the whole thing looks and sounds cheap. Should be vapourised.
★

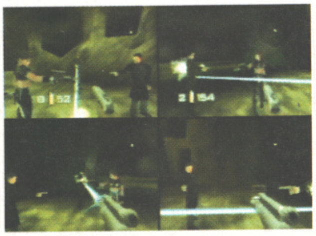
DO THE GAMES GET IT RIGHT?

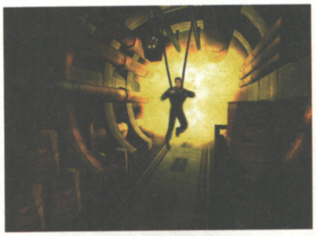
There have been far more games licensed from movies than films from games. They've been doing it ever since *ET* on Atari 2600. And, as anyone who actually played *ET* will tell you, they've not all been good. We took a selection of the games based on the biggest movies of all time to see if programmers have got more of a clue than their Hollywood counterparts in how not to ruin a good idea.

JAMES BOND

THE GAMES: *GoldenEye* on N64 is such a benchmark title it's easy to forget there've been Bond games on nearly every format. Most notably we had *James Bond* on GB, *Tomorrow Never Dies* and *TWINE* on PS

ANY GOOD? *GoldenEye* is a classic everyone must play and N64 *TWINE* is a wicked single-player adventure. These two make up for the average Bond games making this a mostly successful licence ★★★★

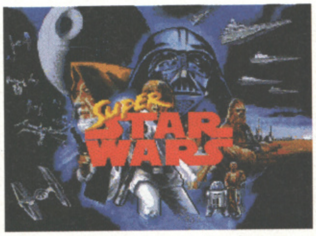

GOLDENEYE: play it to death and then some


TWINE: influenced by the classic **GoldenEye**

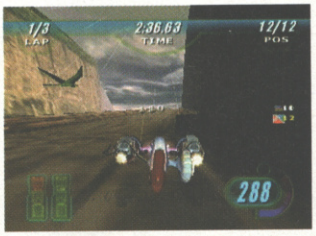
STAR WARS

THE GAMES: The SNES had three Star Wars titles, the PC has had reams, N64 got *Rogue Squadron* and *Racer*, PS had *Racer*, *Phantom Menace* and *Power Battles*, and there are plenty more in the pipeline

ANY GOOD? The SNES games, the PC *X-Wing* titles, *Episode One: Racer* and *Rogue Squadron* were all pretty good. *Phantom Menace* and *Power Battles* were tripe. Some very good, some very bad ★★★



Sticks to the plot of the movie like glue

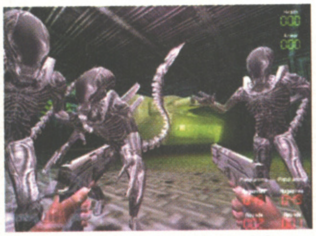


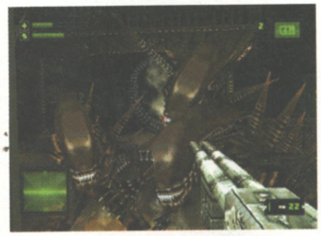
Racer **is the best of the recent Wars release**

ALIENS

THE GAMES: You've got *Aliens Vs Predator* on PC, while the PS had *Alien Trilogy* and more recently *Resurrection*. Previous Aliens games in the 16-bit days were mostly good, especially the side-scrolling *Alien3* on SNES

ANY GOOD? The Aliens movies translated well into dark videogames. Take a look at the old stuff – *Alien Trilogy* was good in its day – but make sure you play *AvP* and *Resurrection* 'cos they'll scare you sh... witless ★★★★

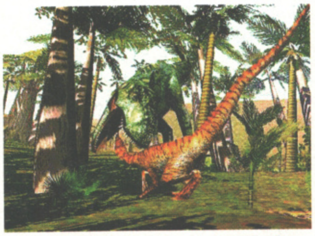

AvP: **out on budget for PC – essential FPS**

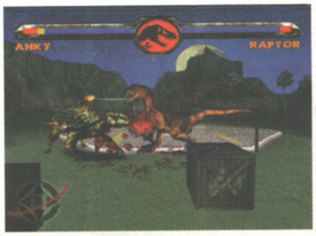

Resurrection: **as good as *Quake 2* on PS**

JURASSIC PARK

THE GAMES: Until Titanic, the most successful movie ever and seemingly the perfect licence for the ultimate dino-trouncing romp. Jurassic Park games have been on MegaDrive, SNES, PC, PS, and GB

ANY GOOD? From 2D platformers to 3D fighters – it's all horrible. *Trespasser* on PC offered something new in its freeform structure but was unplayable. Great potential in the licence, but awful games ★


Jurassic Park Trespass: **promised the Earth**

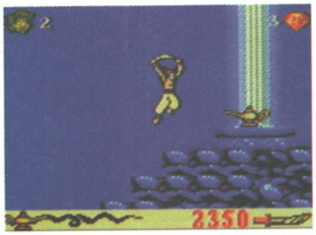


Warpath: **a more recent Jurassic shambles**

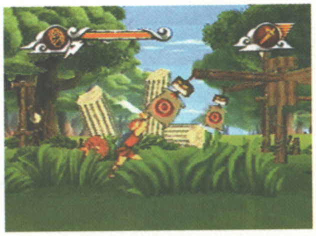
DISNEY

THE GAMES: The 16-bit era played host to some of the finest platform game action ever seen and Disney Interactive jumped onto the bandwagon, releasing a licensed platformer for every one of their big annual movies

ANY GOOD? Aside from the dismal *Beauty and the Beast* games (one for girls, one for boys – spew) and the dire *Hercules*, the games have been pretty good. It's also worth checking out *Tarzan* on N64 and *Aladdin* on GB ★★★★



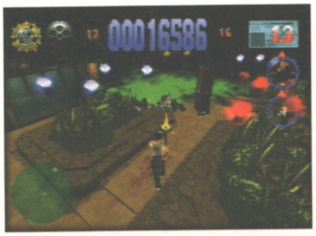
Aladdin: **GB version of a top 16-bit platformer**


Hercules: **PS gets a bad Disney apple**

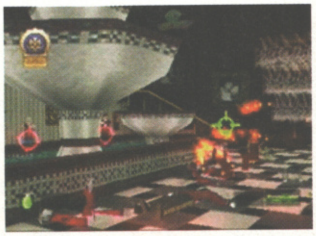
DIE HARD

THE GAMES: PlayStation was the lucky recipient of not one but two *Die Hard Trilogy* games. No other platform got sight or sound of Brucie's action-packed movie series

ANY GOOD? *Die Hard Trilogy 1* was a brilliant mix of action sequences that could've been taken straight from the three movies themselves. The sequel ran into trouble as it wasn't based on any of the movies and wasn't different enough ★★



Die Hard Trilogy: **you become Bruce Willis. Yes!**


Trilogy 2: **wouldn't lie down and die**

SCORES ON THE BORES

HOLLYWOOD SCORE: ★★

GAMES SCORE: ★★★

AND THE WINNER IS...

Players seem to have had more luck with small rather than big screen gaming entertainment, as videogames made with film licences are on average better than movies based on games. That's not to say Hollywood sucks. You have to remember movies and games are two very different animals. The problem with making a film from a videogame is that most games don't really major in the plot department. It's usually a case of 'rescue the girl and save the world' scenarios. So it's not surprising that movies based closely on games are normally limited, brainless action yarns. That said, we've all got high hopes for the *Final Fantasy* and *Tomb Raider* movies. Fingers crossed...

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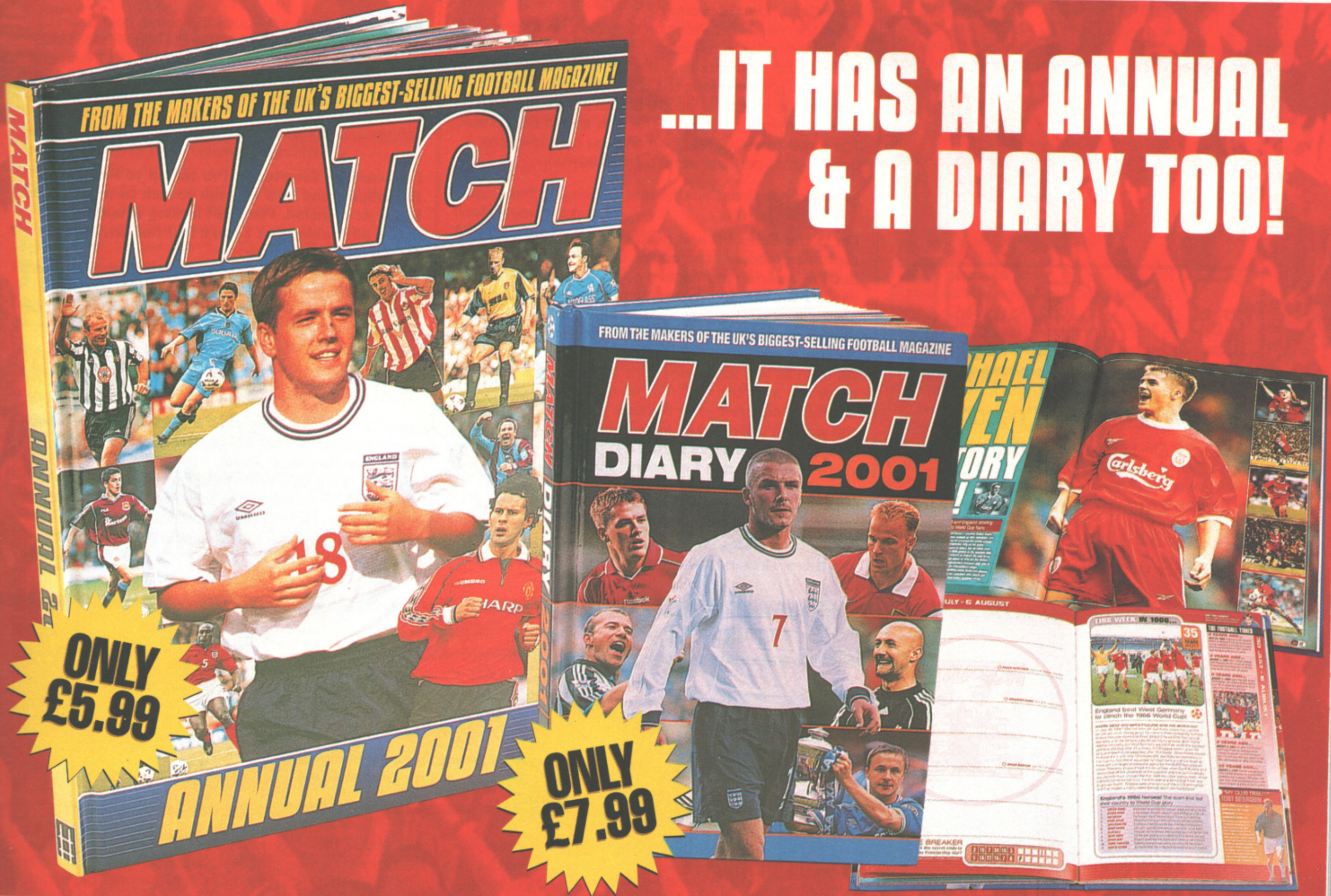
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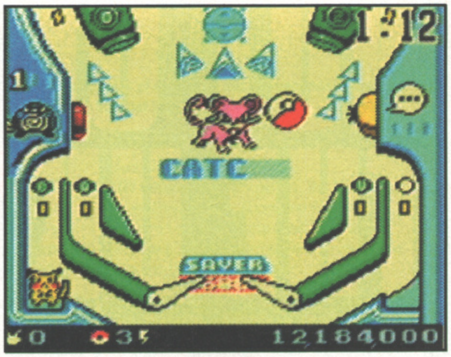
WHAT YOU NEED TO KNOW

Has your favorite game become your worst enemy? **The Masters** chew up problems like bubblegum and spit them out solved. Send all your questions to the address on the next page.

***Tony Hawk's 2*: Unlock the Phillyside skatepark and beat School II**



***Pokémon Pinball*: Unlock the MewTwo table and capture Mew**

TONY HAWK'S 2

I've thrashed my way through to the Philadelphia level but I'm desperate to see what's beyond the metal fence on the other side of the bus lane. I've heard there's a rad skatepark.
Tony Oaks, Loughborough
To unlock the secret Phillyside skatepark, look for the stairs leading up to the letter 'T' just before the metal fence. Grind the handrail at the left of the steps and then keep grinding along the telephone wire. After grinding the wire for a couple of feet (no further or you'll fall off), press X to Ollie up. The wire should then break. The metal fence will fall down and you can now enter the Phillyside park for some extra skate-fun.

TONY HAWK'S 2

I'm in the School II and need to get the secret tape. I've followed the advice in your Masterclass but I'm wearing my fingers out trying to ride the wall at the end of the locker area. Is there an easier way to reach the ledge and get the tape or maybe a cheat that unlocks all levels and secrets?
James 'Desperate' Stockley, Plymouth
As soon as you start, turn right and down the corridor divided by a central rail. You'll emerge in a large courtyard surrounded by planters and lockers. Head for the wooden half-pipe just in front of the large school badge. Do some tricks on the ramp to get your Special meter flashing. Then turn round and skate to the other end of the central platform. Just before the planter underneath the elusive ledge you should see a small wooden ramp and some black skidmarks. Skate down the ramp and Ollie off the planter towards the ledge to get there. Once on the ledge, Ollie over one of the ramps across the gap to the next roof with the flagpoles sticking out. Jump down into a secret area with lots of grass, railings and several ramps. Aim for the left of the two wooden ramps up against the far wall. Skate up the ramp and over the wall to get the tape and land back in the main school area.

You want cheats too? Pause the game, hold down L1 and press X, X, X, Square, Triangle, Up, Down, Left, Up, Square, Triangle, X, Triangle, Circle, X, Triangle, Circle. This will open up every level in the game, all secrets and cheats.

BALDUR'S GATE II: SHADOWS OF AMN

I'm stuck on Chapter 3. I've talked to Renal BloodScalp and he's told me to talk to a girl called Mook at nightfall. I've been lurking around the docks all evening but I can't find her anywhere.
Colin French, Rippon
What you have to do is to check out the small shipyard on the lower left hand corner of your auto map. You have to go downstairs at the docks to find Mook. Look for a platform near the water and wait for her to appear – at nightfall, of course.

POKEMON PINBALL

How do I capture the rare Zapdos bird and unlock the MewTwo Bonus Stage and capture Mew?
Rebecca Simmons, Poole
What a great GBC title this is. To get Zapdos, go to Lavender Town on the Red table. Shoot your ball up the right lane and light up all the arrows. Then fire a ball into Bellsprout's gob to find Zapdos. To unlock the MewTwo bonus stage, first play the Seel and Meowth

computer and video games GUARANTEED WINNERS

There are plenty of cheats out there, but only the best we find during our ceaseless trawl for quality make it into here. Don't forget to send your own tips to Easy Money on page 68 and win £10.

PC CD-ROM

■ THE SIMS: LIVIN' IT UP
Press Ctrl, Shift and C during gameplay to bring up the command prompt. Chose from the following commands and type them in at the command prompt to activate each specific cheat.
'WATER TOOL': allows you to play in the Island home.
'MAP_EDIT ON':gives map editor.
'MAP_EDIT OFF': disable map editor.
'ROSEBUD ;!;!;!;!;!;!;!': gives you tons of money.
'ROUTE_BALLOONS ON': shows thought balloons that explain your Sims' actions.
'ROUTE_BALLOONS OFF': disables sims' thought balloons.
'AUTONOMY #': replace # with any number between one to 100 to manually set your Sim's free thinking IQ level. You god, you.

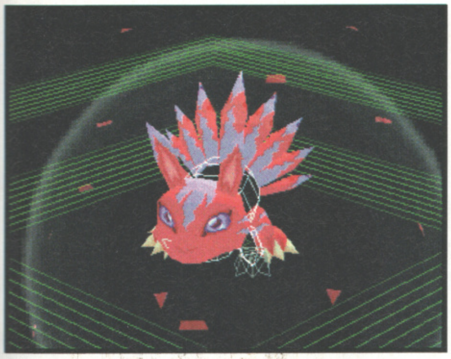
PLAYSTATION

■ MUPPET RACE MANIA
All the following codes should be entered at the Press Start screen.
UNLOCK ALL CHARACTERS AND CARS: Triangle, Circle, Triangle, Square, Triangle, X, Triangle, Triangle, X, Circle.
EXTRA BONUS TRACKS: Circle, Triangle, Square, Triangle, X, Triangle, Square, Circle, Triangle, X.
STUDIO BONUS COURSE: Square, Square, Circle, Circle, X, Circle, Triangle, Circle, Triangle, Square.

■ GRIND SESSION
UNLOCK ALL TRICKS: Pause the game when playing in Tournament mode. Press Down, Left, Up, Right, Down, Left, Up, Right.

■ MADDEN NFL 20001
Each of these codes gives you access to a legendary American football team. Activate the codes by entering them at the Secret Codes option screen.

LEGENDARY TEAM	CODE
1957 '49ers	Goldrush
1957 Lions	Lionpower



Digimon World: Raise your little critters to be big and strong

Dino Crisis 2: Reptile killing galore at the end of the game

Monster Rancher: Get the legendary Ape and Hengar monsters

bonus stages on Blue Table and the Diglett and Gengar bonus stages on the Red table. You'll then have access to the MewTwo bonus stage. When you've played MewTwo's stage three times, go to Indigo Plateau and, if you've done it correctly, you should find Mew there.

DIGIMON WORLD

Have you got any tips for raising the perfect Digimon as I'm tired of my pathetic weeds.
Jason Vreeland, Egham
If you take care of the basics then your Digimon will thrive. Make sure you take it to the toilet as often as it wants to go. Keep feeding it until it's stuffed to the gills. When it shows signs of tiredness, let it rest immediately. Pay attention to your Digimon's mood indicator thought bubbles and act the moment you see a change. If it becomes unhappy and starts to dislike you, then you've got problems. Try and build up your Digimon's HP to well over 1,500, with Offence, Speed, Brains and Defence all exceeding 100. Also, make sure all of your Digimon have plenty of battles to keep racking up their stat points. Do all of this right and you should be able to raise some fearsome beasts.

LEGEND OF ZELDA: MAJORA'S MASK

I don't want to cheat too much, but I was wondering if you're aware of any of those sneaky little bonuses or secrets that Nintendo like to put in their *Zelda* games?
Cat the Zelda fan, Little Wittenham
There's plenty to be found in *Zelda*, as you'd expect, and here are some of the things we've worked out. To earn yourself lots of extra cash, make for the Termina Field. While travelling in the direction of Milk Road, you will meet up with a nasty vulture who wants to rob you. Beat the vulture yourself and get a cash reward. The vulture keeps reappearing, so you can return and beat him for more money whenever you want to. To instantly move time forward twelve hours, play these notes on your Ocarina. C-Right, C-Right, A, A, C-Down, C-Down. To slow down the game clock, play the following tune on your Ocarina. C-Down, A, C-Right, C-Down, A, C-Right. When you want to get back to normal time, play the same notes again. When Link puts on the Stone Mask he becomes invisible to most of his enemies, with the exception of the bosses in the game – a very handy way to avoid fights when you're weak or in a hurry.

DINO CRISIS 2

What sort of goodies and extras await me when I finally reach the end?
Michael Major, Towcester
When you finish *DC2* for the first time you get to play a fantastic new game called *Dino Colosseum* where you fight against dinosaurs in the ultimate death battle. Cool! Also, if you complete the game and manage to collect all eleven dinosaur files, you'll be rewarded with the EPS Platinum card, which gives you unlimited ammo when you replay the main game. Finally, if you've completed *DC2* in Hard mode, you'll be able to unlock Triceratops and Compsagnathus when you've snapped up all the remaining dinosaurs for *Dino Colosseum*.

MONSTER RANCHER

***Monster Rancher* is a bit weird but I like it! How do I get the rare Ape and Hengar monsters that I have been hearing about?**
Rudy Tiler, Cardiff
To catch the Ape, you must get a magic banana when you're in the jungle. Look for it in the king's old home. Next you must spoil two monsters by feeding them lots of rich food like meat and allowing them to be lazy and enjoy life for about a month. When they're spoilt rotten, freeze them and combine them with the banana. You will then have created your very own lazy Ape. To get Henger, first collect the five Doll Pieces when you're on the Desert Expedition. Raise your monster to A status so that you can attend the Winter Invitational. Win this event to be rewarded with a Doll's Head. Tesca will then assemble the pieces to make a Clay Doll. Take the Clay Doll and a monster with high intelligence to the Stone Tablet in the Desert Expedition. Read the Stone Tablet and a circle will appear on the intelligent monster's back. Mix this monster with any other monster and the Clay Doll to get Hengar.

KOULDELKA

I can't seem to finish off that tough old witch Elaine at the end. Any ideas boys?
David, Chester
When she first appears in the Abbey Spire, use Tornado and Flare to wear her down a bit. Weapons have no effect on her first incarnation. The next time she appears, it's time to get physical. Edward can hit her with the Evil Horn (ahem) at the same time as James and Koudelka cast all manner of spells, with Megalith and Geyser working particularly well. She's even tougher in her Perfect Elaine incarnation – hit her with a quick Megalith and then have Edward slash away at her with his Lifedrinker. Use protective magic to keep your party healthy during the long battle and make sure James and Koudelka support Edward with their attacking spells. Sorted.

1958 Colts	Stables
1958 Giants	Jollygreen
1962 Oilers	Therewasaman
1962 Texans	Getem
1966 Chiefs	Megiveyou
1966 Cowboys	Whoshotjr
1966 Packers	Champs
1972 Dolphins	Perfect
1984 Dolphins	Dantheman

DREAMCAST

■ SEGA BASS FISHING

FEMALE FISHERMAN: Select Arcade mode, then Press A and B together at the Level Select screen to unlock a rather lovely rod caster of the fairer sex.

NINTENDO 64

■ MARIO TENNIS

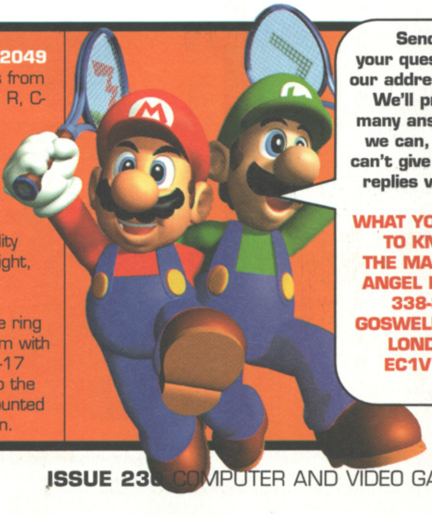
Check these for size:
BABY MARIO AND YOSHI COURT: Beat the Mushroom Cup/Singles Tournament using Yoshi.
BIRDO AND YOSHI COURT: Beat the Star Cup in Tournament mode, doubles.
DONKEY KONG COURT: Beat the Mushroom Cup/Singles Tournament with Donkey Kong.
SUPER MARIO BROTHERS COURT: Beat the Mushroom Cup/Singles Tournament using Mario.
WARIO AND WALUIGI COURT: Beat the Doubles Star Cup with Wario for this baby.

■ SAN FRANCISCO RUSH 2049

CHEAT MENU: Select Options from the Main Menu, hold down L, R, C-up and C-right. Then tap Z.
ALL PARTS: Select the All Parts option in the Cheat Menu and press L+R+Z, C-Down, C-Left, C-Up, C-Right, L+R+Z.
INVINCIBILITY: Select Invincibility from Cheat Menu. Press C-Right, L, R,R,L, C-Left+C-Down+Z.

■ WWF NO MERCY

Get your opponent outside the ring to the entrance alley. Bash 'em with kicks or punches until the 15-17 count. Then just run back into the ring. Your opponent will be counted out and you'll automatically win.



Send all your questions to our address below. We'll print as many answers as we can, but we can't give personal replies via post.

**WHAT YOU NEED TO KNOW,
THE MASTERS,
ANGEL HOUSE,
338-346
GOSWELL ROAD,
LONDON,
EC1V 7QP**

CVG'S DIY CONSOLE GUIDE

Too...many...choices...gargh!! Can't decide which console to go for? What you need's a CVG guide to help you decide which type of videogamer you are and therefore which system to buy. Start at the top and work your way down, choosing whichever answers best suit you, finishing with the system we reckon you should buy. Our classy guide even lets you use your finger to trace your route across the page*.

WORDS JOHNNY MINKLEY **ILLUSTRATIONS:** JOHN ALLISON

*Finger not included in guide

START HERE

Would your life feel strangely empty without next-gen action to brighten your day?

YES NO

Do you scamper to the shops once a month to fuel your next-gen addiction with a dose of CVG?

NO YES

Oh stop it you cad, you're cracking us up. You are joking, right?..

YES NO

You still want the best, of course, but can you wait at least a year? Think of all those lurvely DC games...

NO YES

Quite right too. If we said "DVD", would you stain your Y-fronts with excitement?

NO YES

NO

YES

Do you actually like games, you sick, twisted weirdo?

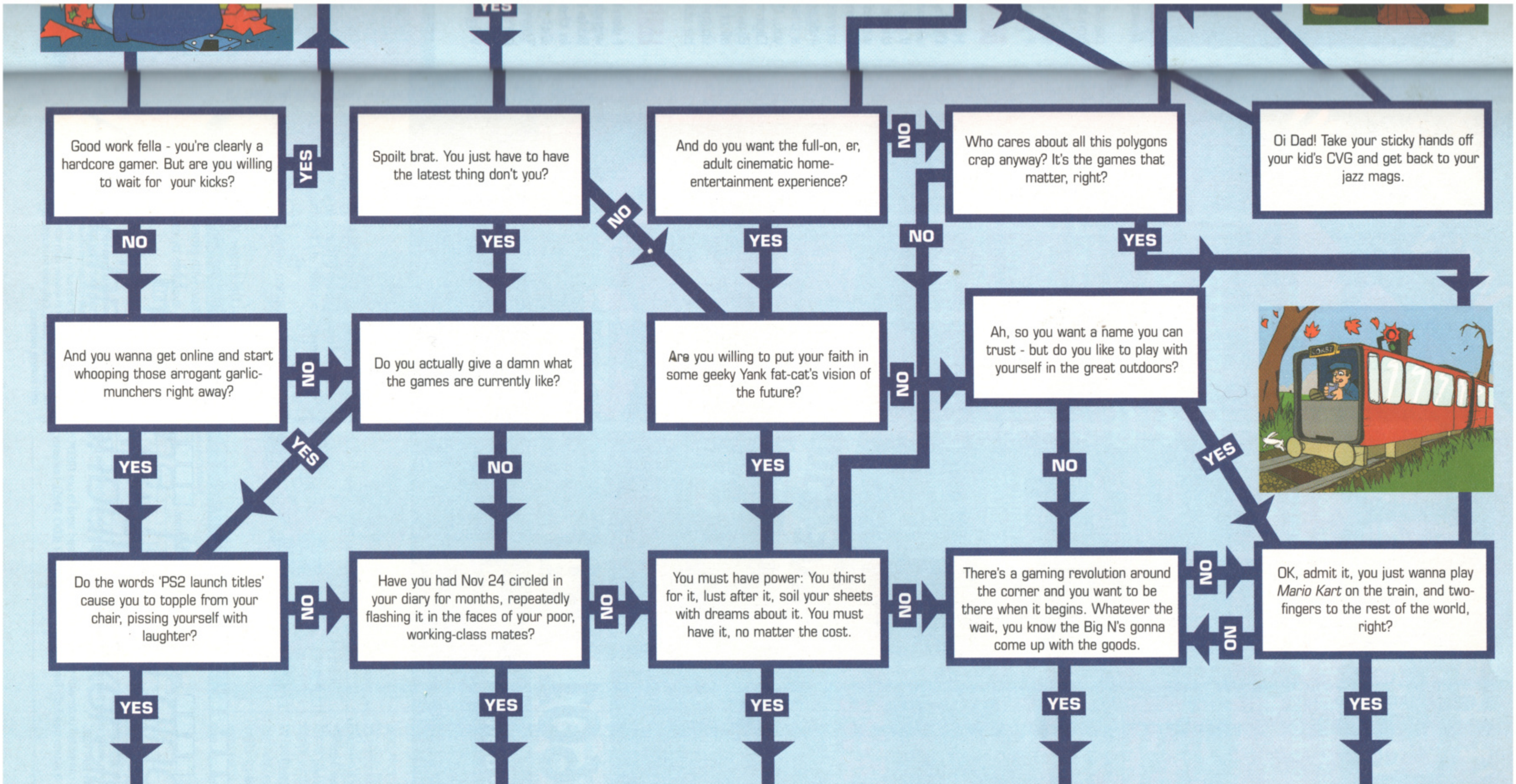
YES NO

Are you so minted that you mock David Beckham's cheap haircut?

YES

Stop taking the piss or we'll send the boyz round to sort you out. Are you gonna start taking this seriously?

NO


YES
Good work fella - you're clearly a hardcore gamer. But are you willing to wait for your kicks?
YES
NO
Spoilt brat. You just have to have the latest thing don't you?
YES
NO
And do you want the full-on, er, adult cinematic home-entertainment experience?
YES
NO
Who cares about all this polygons crap anyway? It's the games that matter, right?
YES
NO
Oi Dad! Take your sticky hands off your kid's CVG and get back to your jazz mags.
And you wanna get online and start whooping those arrogant garlic-munchers right away?
NO
YES
YES
Do you actually give a damn what the games are currently like?
NO
Are you willing to put your faith in some geeky Yank fat-cat's vision of the future?
NO
YES
Ah, so you want a name you can trust - but do you like to play with yourself in the great outdoors?
NO
YES
Do the words 'PS2 launch titles' cause you to topple from your chair, pissing yourself with laughter?
NO
YES
Have you had Nov 24 circled in your diary for months, repeatedly flashing it in the faces of your poor, working-class mates?
NO
YES
You must have power: You thirst for it, lust after it, soil your sheets with dreams about it. You must have it, no matter the cost.
NO
YES
There's a gaming revolution around the corner and you want to be there when it begins. Whatever the wait, you know the Big N's gonna come up with the goods.
NO
NO
YES
OK, admit it, you just wanna play Mario Kart on the train, and two-fingers to the rest of the world, right?
YES

WHAT ARE YOU LIKE?
You're a no-nonsense, hype-free, hardcore-gamer. You can shove your DVD's where the sun don't shine - all you want is games, games, games. You'll all be sorry for not getting one when it's not there anymore.
SHOULD YOU BE WORRIED?
Nah! The DC might not stick around forever, but it's gonna go out in a blaze of glory. By the time your PS2 owning mates have any decent games, you'll have an embarrassment of gaming riches to rub their faces in.

WHAT ARE YOU LIKE?
You want the future of entertainment in your hands right now. Who cares if the games ain't too hot so far? You're gonna get *Metal Gear Solid 2* for Christ's sake; and in the meantime, look at all those lovely DVD's...
SHOULD YOU BE WORRIED?
The depressing lack of great software so far is a little concerning, but you will eventually get some truly awesome games. And hey, it's a Sony machine, so it'll be sticking around long after the DC's gone to the great gamer in the sky - *sniff*.

WHAT ARE YOU LIKE?
What do those Japanese know anyway? Bill Gates reckons he's gonna take over the console world, and you're right behind him, Stars and Stripes in hand. The most powerful games machine on Earth has got to be great, right?
SHOULD YOU BE WORRIED?
You've got one hell of a wait ahead of you, but if they deliver half of what they've promised you'll be in for something very special. Lets just hope it doesn't end up as a glorified PC with swanky graphics.

WHAT ARE YOU LIKE?
You are a true gaming connoisseur. Unaffected by fancy this and flashy that, you know that GAMECUBE will have some of the best games ever when it's released. All this DVD crap just gets in the way of the games. And oh, *what* games they'll be...
SHOULD YOU BE WORRIED?
Again, you could be waiting for a very long time, but it's surely gonna be worth it. The Big N's been a sleeping giant for a while now, but it's ready to take over the world once again. *Mario 128* anybody?

WHAT ARE YOU LIKE?
All this ranting about emotion engines, anti-aliasing and the like bores you to tears - you just want great games, and frankly, the prospect of being without your pride and joy for more than a few minutes is more than you can handle. You'd feel naked without one.
SHOULD YOU BE WORRIED?
Not in the slightest. There's still a bit of a wait, but you know this'll rock your world. The very thought of four-player *Mario Kart* is enough to make grown men cry. Advance'll last a decade. Value for money or what?

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STAR LETTER

THE NUMBER OF THE DREAM-BEAST

Help me! I'm turning into the console Anti-Christ. I completed *Code: Veronica* for the second time when some scary co-incidences occurred to me. I bought my Dreamcast on June 6th (6/6), it's the sixth console I've bought, I own six games for it, it took me six weeks to complete *Veronica* twice... The co-incidences just keep building up, and for the past fortnight I've been having apocalyptic dreams about the dead rising from their graves. Should I go to hallowed ground and exorcise myself?
Stan MacAllen, via email

Our own King of the Undead, Les, tells us there's nothing to worry about. You've just got to stop fixating on the number Six. Or buy another DC game or a PS2 to break the pattern. In fact, we'll send you a copy of *Shenmue*. There, all better now. Come to think of it though, yours was the sixth email we got this month. And your name is an anagram of 'call me Satann'. *OHMYGOD!!*

ILLUSTRATION: JOHN ALLISON

POKE IN THE CODPIECE

This is a reply to the letter by Richard Quigley in issue number 228. I'm also a die-hard RPG fan, and he's right, there are not enough decent RPGs being released. *Vagrant Story* could hardly be considered an RPG while *FF8* was quite easily the worst in the series. However, most of the games he described as his favourites were also poor. How could anybody like *Alundra*? It's the only RPG I've ever started and not been bothered to finish. He obviously doesn't play the import list much as he would know otherwise that the REAL Top 5 RPGs are:

1) *Xenogears*
2) *Chrono Trigger*
3) *Final Fantasy 6*
4) *Seiken Densetsu 3* (*Secret of Mana 2*)
5) *Final Fantasy Tactics*

Ben Hudson, Staffordshire

RUMBLE FUMBLE

I purchased *WWF Royal Rumble* which isn't too bad. The guy I get my DC games from says he may have a new WWF game in two week's time (he usually gets games really early). Is this true?

P.S. I take it you've heard of Bleemcast. Could you explain to me what it does?
Jason P, via email

If there's a new DC WWF game imminent, it's the first we've heard of it, and the first the WWF games licence holder THQ has too. So your man's either wrong or mistaken it for scrap-fest *UFC*. And yes, we've heard of Bleem! for Dreamcast – you guys won't stop writing to ask us about it! It's a bit of software that lets you play PlayStation games on your DC, and we're *still* waiting for any legal issues to be resolved so we can get a copy. When we do, you'll be the first to know.

FEELGOOD FACTOR

It saddens me to hear critics writing Sega off and developers withdrawing unfinished projects because they fear the Dreamcast ship is sinking. Forget about PS2 and GAMECUBE and Xbox. Sega have it within themselves to monopolise a large segment of the market – if only they augmented their efforts to be more inventive and adventurous. A little cliché, but video games are not about how many polygons or calculations a console can push. At the end of the day we play because, like a good book or film, we want to enjoy the experiences and feel good about ourselves.
Vermilliontatz, via email

PS2 CRAZY-NESS?

I trust your reviews so I'd like you to answer me this: should I really pay £299.99 for a machine that's not only backwards compatible but seems to be recreating games that were once original on PlayStation but seem dull and boring now? Or should I wait for PS2 to release *Crazy Taxi*, *Virtua Tennis* and *MSR* beaters as by then the price might have dropped? I've already played the cream of the launch titles, but at the moment nothing wows me. I remember playing *Power Stone* before the launch of Dreamcast and it took my breath away. Don't get me wrong, *Metal Gear 2* looks the bomb but I just wish Sega could win the console war.
Yajirobi, via email

We nailed this one in Scoop! in Issue 229 but the letters and emails keep coming – we reckon DC's definitely got the best games right now but within a year you should go for PS2. Our reasoning? Much the same as yours. You do raise another interesting point though – will PS2 ever get the cream of DC's crop? We reckon it will if DC bites the dust. And with Sega expected to post heavy losses next year, the doom-mongers are already writing Sega's name on the wall.

> *"Help me, I'm turning into the console Anti-Christ! Should I exorcise myself?"* ***Stan MacAllen, via email***

> "Looking at Johnny dressed as Ulala is making me feel a bit sick" **Del Rodber, via email**

HOME BOY

I used your website-building tips and it's worked. Thanks for the great advice, and maybe some of the other readers should try making a website at homestead.com.
Ross Macdonald, Bristol
Lee worked hard to make it easy for you, so glad we could help.

GANON-FODDER

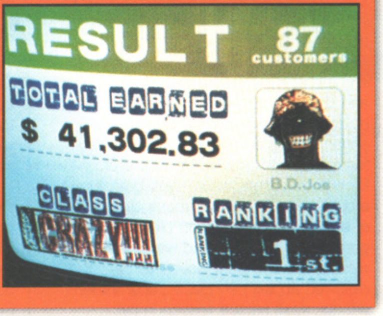
It's Christmas soon, which means lots of decent games coming out at once. I've probably played some of the best games ever over Chrimbo, namely *Mario 64* and *Ocarina of Time*. I love games that immerse the player straight away and won't let go. For me the three big games this Xmas are *Final Fantasy IX* (PS), *Majora's Mask* (N64) and *Shenmue* (DC). I know eventually I will get all three, but I find it hard to play more than one adventure game at once. So, which should I prioritise for Christmas?
Ben Justice, Waterlooville
Tough choice, but let us narrow the choice down a little bit for you. *FF9* has slipped and you won't see it this side of Xmas. Of the remaining two, the vote in the office was in favour of *Majora*. It's even better than the incredible *Ocarina* and is so easy to get into. *Shenmue* is awesome but might be tougher for younger players to get the most out of.

NOT BUFF ENOUGH

Ever since leaving the Army I've had an amazing idea for the most original game ever. But unfortunately, as I'm not a computer buff, I've no idea how to create it or how to get in touch with someone who knows and can help me. It's a bit of a cross between *Player Manager* on PC and *North and South* on the Spectrum (remember?).
Darren Fox, Shrewsbury
Sounds like you've already considered one of the most popular routes – writing to an appropriate software developer. Picking up the phone to their publisher (you should be able to find the name on the box of their last release) is one starting point. But here's a better idea – a special forum for readers' games ideas on computerandvideogames.com. Our crack online team is currently considering just that – what do you think? If you reckon it's a good idea then send your views to Mailbag and what you say could help shape the future of our website. See how much we love you guys?!

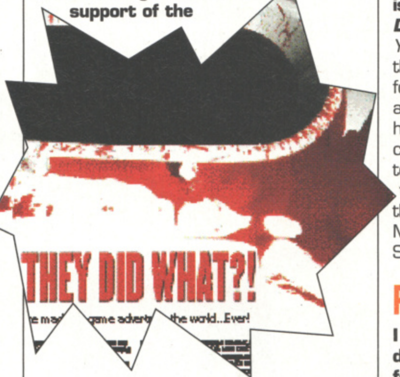
I ROCK

Everyone keeps writing in saying, "Oh, I got a score of $23,000 on *Crazy Taxi*". Well you can all kiss my ass. I've managed the grand total of – ready for this – $41,302.83 from 87 customers. Also, I managed to beat your *Pokémon* score – I got 151 in 88 hours and got ten of them to Level 100 but the photo f**d up. Because I got such good scores, could I have a copy of *Excitebike 64* please?**
P.S. Do you reckon my *Crazy Taxi* score could be one of the best ever. All the people I know can only get about $2,000 max?
Sam Egger, Braintree
Ok, that is a tasty *Taxi* score allright but we've seen proof of even better, so there's no prize for you Sam and certainly none for any of your rubbish mates either. They suck at *CT*. And as for your feeble *Pokémon* excuse, that one has to go down with "The dog ate my homework, Sir, honest". Truly pathetic.



BETTER THAN SCHOOL

In Issue 226, you ran a feature about the maddest game adverts in the world, and I've been waiting to see if anyone wrote to Mailbag about it. Since they haven't, I feel someone ought to write in support of the educational properties of those adverts:
***Hogs of War* pigs rutting – provides an instant biology lesson.**
ECW stapler in head – shows the correct posture to assume when using tricky office equipment.
***Doom* offal – another biology lesson: which bloody dollop is the lung...?**
***C&C* dictators' high scores – history multiple choice: who are these guys?**
***Carmageddon* buttocks – more biology with some literacy too.**
Sam Storker, London
If you think those ads were educational then you must be a total nutter – they're sensational and over the top eye-grabbers, and nothing else. And don't think we didn't notice that your surname sounds like 'stalker'. We're currently seeking an injunction to keep you outside of a five mile radius of our offices.



DRESSED TO KILL

I noticed you've got a new writer on your mag called Johnny. Well, I've read his reviews and I think he's a good writer, but I'm just a little concerned over his dress sense. On page 16 of last issue he's there dressed as a Granny complete with sagging chest and hairnet. And on the bottom of the same page he's dressed as *Space Channel 5*'s Ulala complete with tight fitting miniskirt and fluffy shoes. Now, I don't want to delve into his private life but I'm not entirely sure that a grown man should be so eager to slip into a selection of women's outfits in a national magazine. Plus looking at it is making me feel a little bit sick.
Del Rodber, via email.
You feel a little bit sick? How do you think we feel? Last week Johnny arrived for work dressed in nothing more than an ill-fitting sports bra and denim hotpants. And this week his work clothes have consisted of a rubber tube top and latex leg warmers. If you want to see what his next outfit of choice is then turn to page 14 for yet another Minkley cross-dressing extravaganza. Somebody help us.

POKEMON BLUES

I love Pokémon games – they're deadly. I have *Blue*, *Red* and *Yellow* for Game Boy, but recently I went into a games shop looking for *Digimon World* and saw *Pokémon Gold* and *Silver* for sale. So, as you can imagine, I was over the moon, so went straight for it. But then I saw the price was £50, which is total bullst. What do you think?**
Pissed off Pokémon fan, Vincent O'Brien, Ireland
If you've read our in-depth *Gold* and *Silver* special this issue, you'll see that some import shops are stocking the US version, which will run fine on UK Game Boys. But the price you're quoting seems to be somewhat steep compared with what we've come across – almost a third as much again. But no matter the cost, ultimately it comes down to one thing – how bad do you want it? If you can wait, you'll find it considerably cheaper when the UK version officially goes on sale next March. But that's neary four months away...

WHO WROTE TO MAILBAG THIS MONTH

Adrian Campbell, London; Ross McCafferty via email; Cliff Mallinder, Tottenham; Jamie Otsa, Wirral; Tim George, Chesham; Alexander Rason, Ilford; Pete, Bournemouth; Sean Cullen, Glasgow; Gaz Bush, Kettering; Tom Millan, Northants; Billy 'Not Elliot' Fadden, Birmingham; Paul Johnson, Bristol; Jonathon Leith, Dublin; Alan Hunter, Cambridge; Miguel, email; Rory Wilson, email; Jaz Dermott, Ireland; Kylie Dunn-Jones, Newcastle.

> "I saw Pokémon Gold in the shops for £50 which is bullsh**t" **Vincent O'Brien, Ireland**

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If you are over 16, you can call for longer Cheats on 09063 646580. (Calls cost 60p per minute)

Calls cost up to £3, so please ask permission from the person who pays the phone bill. Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 28th February 2001 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Accuracy cannot be guaranteed. If you would like rules or winners' names, see our web site or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Claim Number to: fanz.co.uk,InfoMedia Services Ltd., PO Box 28 Northampton NN1 5DS. Helpline: 01 604 542399

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REVIEWS

WHAT'S IMPORTANT

The Computer and Video Games Five-Star Award is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game.

84

84 SHENMUE

Costing millions of Dollars and taking years to make, is *Shenmue* the greatest game ever or a waste of money? We've played the Dreamcast behemoth through to the end so you can finally find out the truth for yourself

HONEST Regardless of hype, reputation or advertising, if it's a great game we'll say so and if it's poor, we'll tell you the truth.

FAIR We're not biased. A good game is a good game, regardless of format or who has made it.

THOROUGH We play games longer and harder than anyone else. And we don't rate games on half-finished versions, either.

KNOWLEDGE Our writers are all experts, have years of experience and know what makes a cracking game.

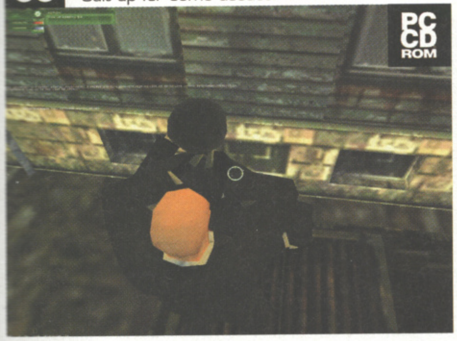
Any game that earns Computer and Video Games' Five-Star Award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence on that format.

computer and video Games ★★★★★

88 MICKEY'S SPEEDWAY USA
Nintendo, Disney and Rare get it together

92 RAYMAN REVOLUTION
More 'armless fun reworked for Sony's next-gen

98 HITMAN: CODENAME 47
Suit up for some assassination action



100 THEME PARK WORLD
Great fun, but is that enough

102 ESCAPE FROM MONKEY ISLAND
It's back, it's 3D, it's a classsic

104 DANGER GIRL
Pamela Anderson meets *Syphon Filter*?

110 DEAD OR ALIVE 2
The *hottest* game on PS2?

113 FIFA 2001
The biggest footy licence hits PS2

94THE MUMMY 95WORMS WORLD PARTY 96MR DRILLER 106POKEMON PUZZLE LEAGUE 107SURFING H30, X-SQUAD 108SEGA GT, TWINE N64 109PROJECT IGI 112DONALD DUCK QUACK ATTACK 114TOP GEAR DAREDEVIL, MS PAC-MAN MAZE MADNESS 115NO ONE LIVES FOREVER 116X GAMES, UEFA DREAM SOCCER 117ALEX FERGUSON'S PLAYER MANAGER 118DUCATI WORLD, THE GRINCH 119CHICKEN RUN, DANCING STAGE EURO MIX 120MINI REVIEWS INCLUDING RUNE 124HANDHELDS INCLUDING CANNON FODDER, CHICKEN RUN AND MONKEY PUNCHER

WORDS & SCREENSHOTS: PAUL DAVIES

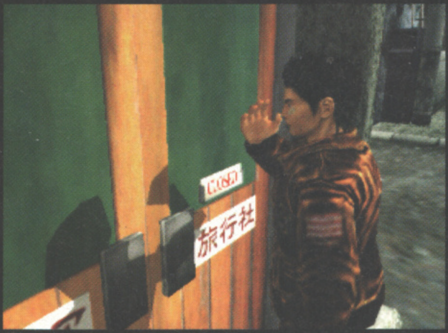
SHENMUE

Shenmue is the Greatest Game Ever Made. Discuss

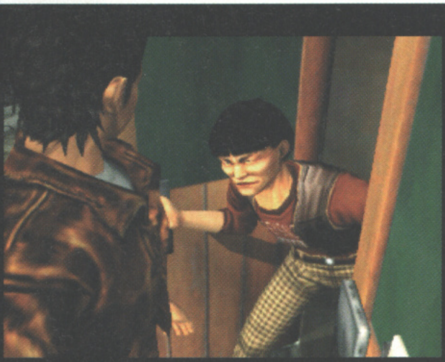
We'd say games like *MSR* and *Virtua Tennis* have given Dreamcast fans the right to feel righteous. With *Shenmue*, they now have the right to feel like gods. There is simply no game around that can match the scale and ingenuity on show here. *Shenmue* is a masterpiece, we can say that with absolute certainty. What's less assured is how most players will appreciate this epic quest. With some people accusing it of being slow, time consuming and awkward, could *Shenmue* prove too pompous for its own good? Here's what we think.

DEADQUICK

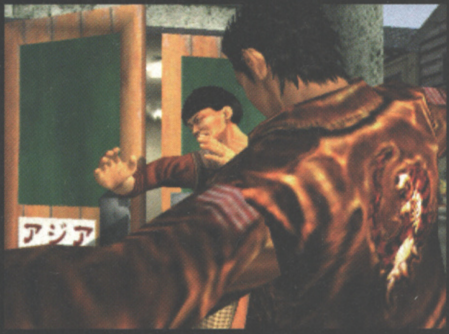
An important feature of the action is the Quick Timer Event. When a crisis occurs a sequence of controller button or direction icons flash on screen. Copy them quick and Ryo performs a wicked martial arts routine or a miraculous escape. If you're too slow or mess it up, Ryo comes a cropper.



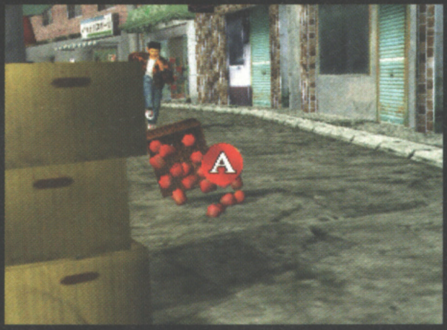
It says 'Closed' but Ryo knows there are crooks hiding out inside this place. Come on out and face the music, scumbags!



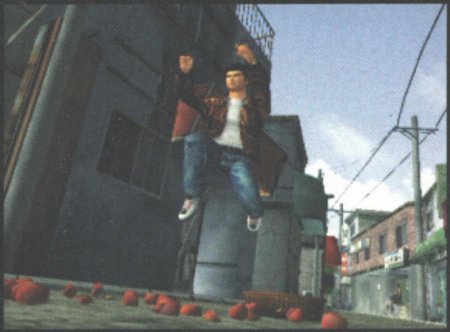
See, this guy thinks it's one of his mates trying to get in and opens the door. How wrong could he be. He's gonna run...



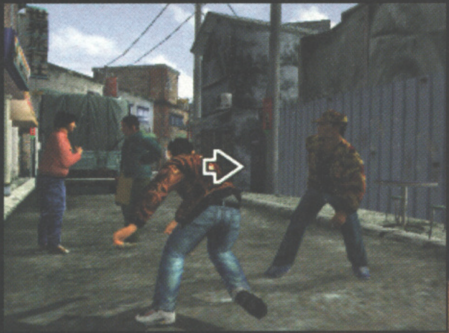
...Yup, he's outta here. He pushes Ryo to one side and then starts to leg it down the street like a whippet. Better get after him



This is where the Quick Timer Event kicks in. Button and direction icons flash on screen and you have to react to save Ryo



Phew, close thing. Ryo would've gone flying on that fruit if you hadn't pressed the A button in time. As it is, you're still on his tail



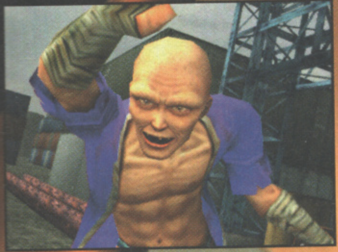
The icons appear on screen at quicker intervals as the action flows. Only your reflexes help Ryo catch the runaway

Dreamcast

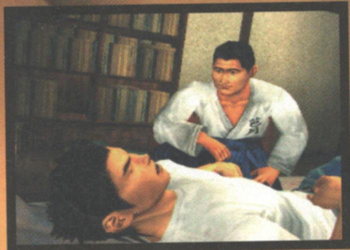
COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **NO**

WHO'S HIDING WHAT?

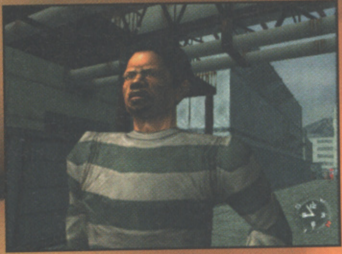
People you meet in *Shenmue* are convincingly life-like. As Ryo wanders round he mingles with passers-by and it's hard to tell who's hiding something useful from you. But once you pick up the thread, faces begin to stand out from the crowd. The process of making friends and finding accomplices cleverly mimics reality.



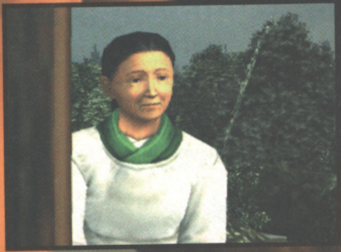
This is Chai. You don't really want to talk to him, but it's unavoidable. He's working for the bad guys



Ryo's friend nurses him after a terrible fight – with Chai no less. This guy really helps you out later on



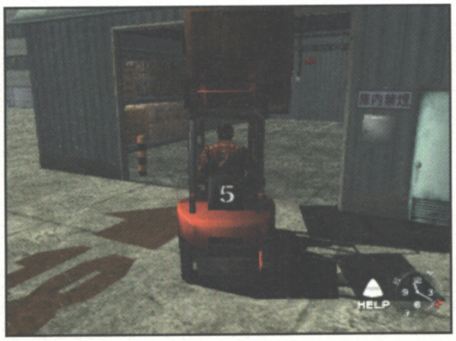
Mark, the guy in charge of the docks, is an honest, straight-talking guy who's pretty easy going



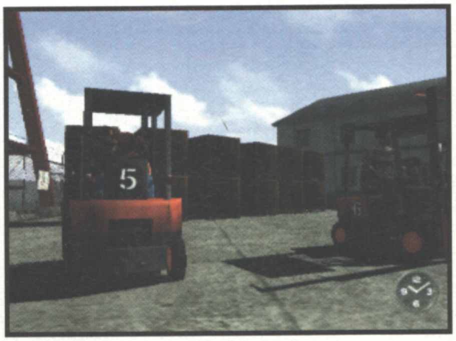
Ryo's housekeeper looks on as Ryo pursues his mission. Occasionally, she has helpful information

LITTLE THINGS

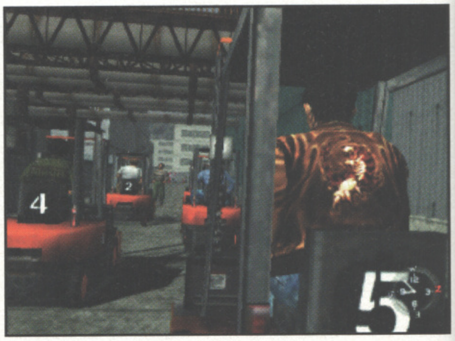
Proving your worth as a hero is not always decided by winning fights. The beauty of *Shenmue* has much to do with the low-key but quietly important everyday actions that affect the outcome of the game. Stopping to feed a kitten whose mother was killed or helping an old woman find her way home – it's all in a day's work for a true hero.



In becoming Ryo you have to live his life right down to going to work as a forklift driver at the docks. He does this every day for about a week, and you actually have to perform the job



Crates must be moved across the docks, according to directions from the foreman, Mark. Going to work in an RPG is a mad concept but ties you to Ryo's character and evokes the reality of his life

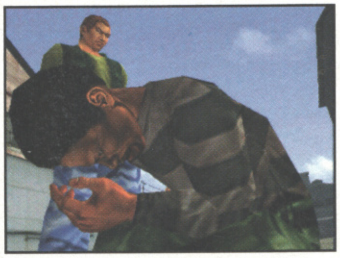


As a bit of male bonding, Mark holds a forklift race every morning before work starts. This is great fun, but is also a great way of building confidence and knowing your way around the docks

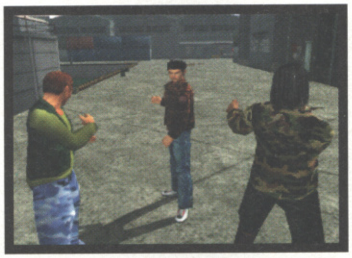
> **"You need hardcore beat 'em up skills to avoid getting your ass kicked"**

I KNOW KUNG FU

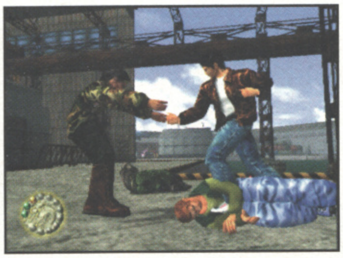
Shenmue uses fighting system adapted from the *Virtua Fighter* series so it's far from lightweight. You need hardcore beat 'em up skills to avoid getting your ass kicked. Thankfully, you encounter mentors who teach Ryo some wicked moves, and there are places where you can take time out to practise. We recommend you do.



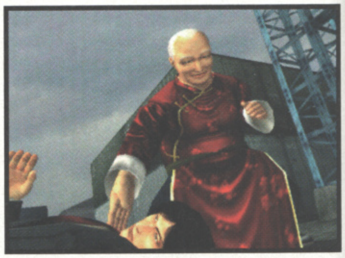
Some of the guys who work the docks think it's tough to kick Mark, who isn't really a fighter



Ryo is, however, a kick-ass martial arts expert. In the right hands he can waste these losers easily



If you've practised well, knocking seven shades out of these bozos is a real pleasure

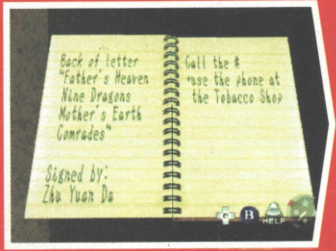


Here Ryo is being taught an essential new technique by a Kung Fu expert. How cool is that!

INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GU

SURVIVAL IN THE REAL WORLD

By following these key rules you shouldn't have too many problems making it through *Shenmue* Chapter One.



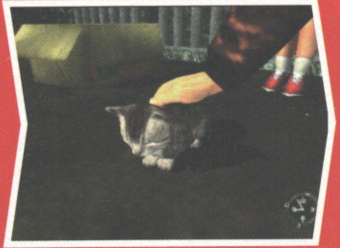
Back of letter
"Father's Heaven
Nine Dragons
Mother's Earth
Comrades"

Signed by:
Zhu Yuan Da

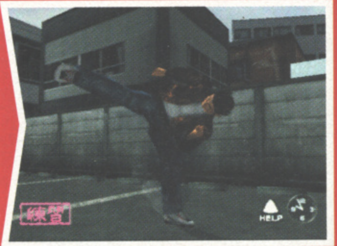
Call the #
use the phone at
the Tobacco Shop

After speaking to somebody who provides key information, Ryo makes a note in his diary. Refer to these notes, as they stop you wasting time

When you think a person has finished talking, try speaking to them once more. Sometimes that's when they leak the information you really need



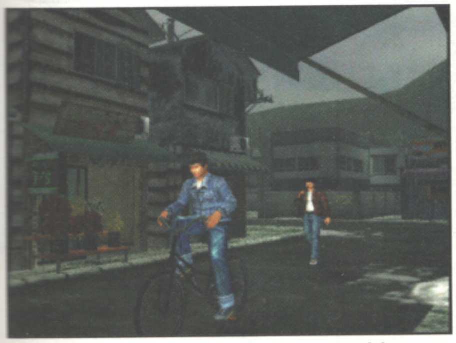
Look after the cat, okay. This may seem really stupid and a big waste of time, but you'll find that your compassion pays off later in the game...



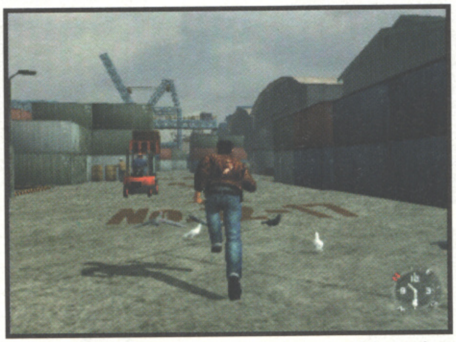
Take practising Ryo's Free Battle combat moves seriously. There are a couple of times where you'll be so glad that you did, plus you feel super cool

AN 'AYE' FOR DETAIL

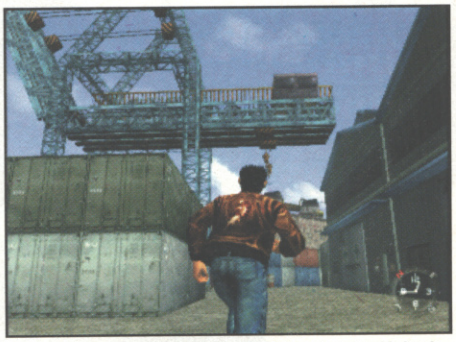
You'll be astounded by *Shenmue*'s detail. Inspect your surroundings and you'll discover even the most mundane items like posters, plates and cans are meticulously recreated. Eventually you stop picking everything up and staring at it like a moron, but this intensity is always reassuring, playing a key role in the illusion of reality.



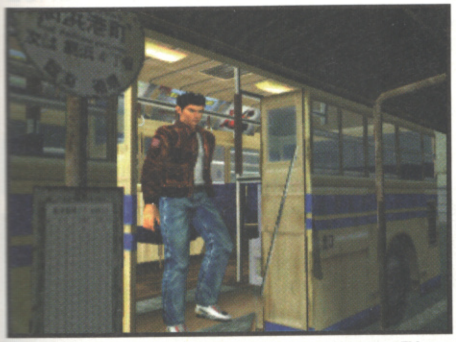
In any other game this would be used as a cutscene and the game itself would be nowhere near as detailed. In *Shenmue* this actually is the game. When you walk over the snow it makes a nice crunch



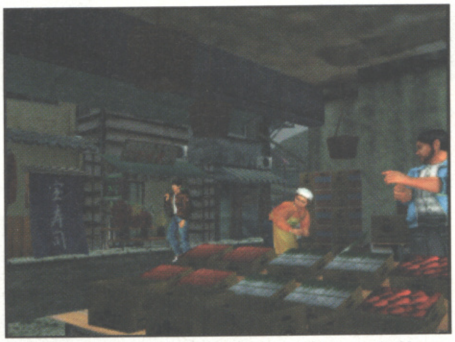
Run at the birds and they fly away. Walk slowly toward them and they happily continue pecking at the ground, searching for food. It's small details like these that help you believe Ryo's world is real



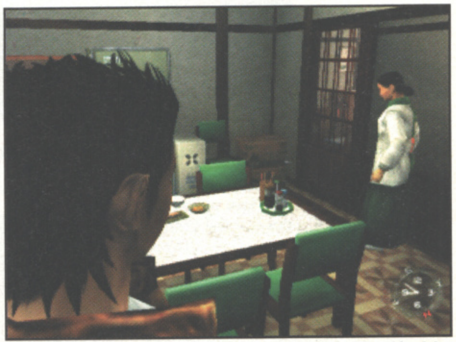
As Ryo walks or runs, the analogue stick is used to move his head and look around. Since much of the writing is in Japanese, when Ryo is looking at a sign its name appears as an English subtitle



Even getting on and off the bus appears as part of the game. This constant attention to the comings and goings of daily life helps to suck you ever more into the heart of the *Shenmue* experience



The camera pans to show Ryo walking through his town. At this stage in the game you are very familiar with the surroundings. As Ryo walks along, you'll find yourself reminiscing with him



Food on the table. Some days Ryo sits down to eat, but on this night he's got far too much to do. Still time to catch up with the housekeeper and check if there have been any messages, though

> **"Shenmue isn't just any videogame - it's a masterpiece"**

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

Virtua Fighter 3tb (DC), *Grandia II* (DC), Working at a dock

CAN YOU FEEL IT?
Games that have come closest to invoking heartfelt reactions from players, like *Zelda* and the *Final Fantasy* series, have only scratched the surface. Playing *Shenmue*, your emotions are coloured by reactions to people who you learn to love, loath or just plain fear. You can't help but respond more honestly because everyone looks so real.

REALITY WITH STABILISERS
The impression is that you have complete freedom, though you are restricted at all times. An example is when Ryo gets a day job at the docks. This is an unavoidable event, but at the time it happens during the quest, it seems like a good opportunity and you gladly take the idea on board as if it were your own. It's the same with the QTE battles. Sometimes it's great to see how Ryo handles a situation with only minimal player assistance. You're reminded that he is a cool hero, and you feel happier when you step back into his shoes. If the game were to just give you a big world and leave you to get on with it, there would be no pace, no structure – you would only get lost.

LUXURY FOR YOUR SENSES
When it comes to presentation, your money can't buy a better videogame experience than *Shenmue*. No other game on release or in development, not even *Metal Gear Solid 2*, pays so much attention to visual detail. The soundtrack, the musical score, is almost too good to belong in a videogame. But this isn't just any videogame. It's a masterpiece.

WORTH PLAYING?
If you have the patience to endure the initial few hours, you'll be rewarded beyond all expectation. Only when you finish this first episode (several more are planned) will you look back and appreciate its power. The components that make *Shenmue* great don't seem anything special if judged alone. But in the context of the adventure, there isn't a weak moment to be found. *Shenmue* is never boring, and always fair – quite an achievement considering its scale. It's an unconventional blend of action and problem solving, which may seem awkward to some players, but if you're at home with most styles of game, this unique quest will enthrall you like nothing before.

computer and video games
★★★★★

COST: **£44.99**
OUT: **NOW**
MULTIPLAYER: **1-4**

WORDS & SCREENSHOTS: LEE SKITTRELL

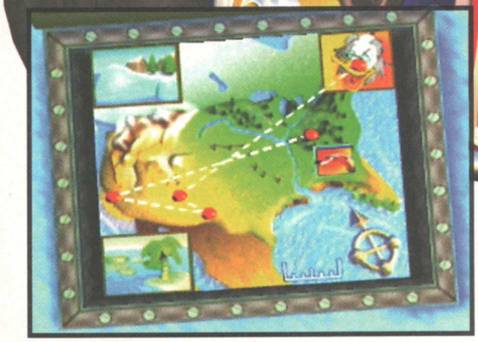
MICKEY'S SPEEDWAY USA

Forget Aladdin, Hercules and Simba – the original Disney gang are back to kick off on the streets of America

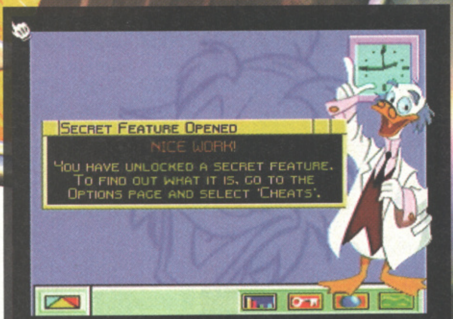
Imagine a world with no competition between big companies. No law suits, no rivalries, just lots of smiling executives working in harmony. Ahhh... It may seem like a faraway dream but we've seen this reality – and it's N64-shaped. Three of entertainment's finest institutions, Nintendo, Disney and Rare have combined to bring you one of the best cartoon racing adventures ever. World peace is surely next.

OLD MEETS NEW

You join Mickey, Donald, Goofy and all in a frantic race across the USA to rescue Pluto from the big, bad Weasel gang. But gone is the old-fashioned Disney sentimentality and schmaltz you're used to. Rare have brought the gang bang up to date with a cool PC-style email interface and sassy in-game banter that borders on the vicious.

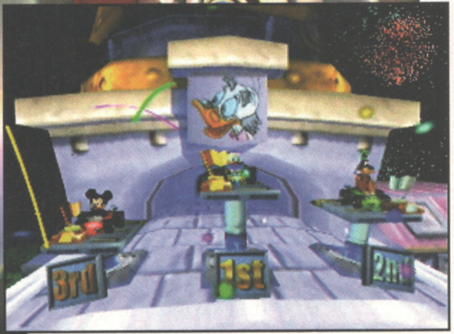


The presentation is astonishing. Everything is set in a massive kid's bedroom. This map screen shows how you're progressing



SECRET FEATURE OPENED
NICE WORK!
YOU HAVE UNLOCKED A SECRET FEATURE. TO FIND OUT WHAT IT IS, GO TO THE OPTIONS PAGE AND SELECT 'CHEATS'.

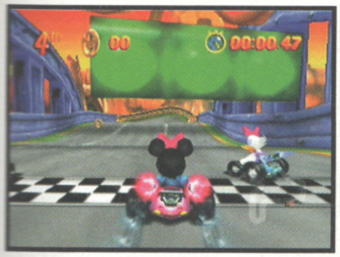
Select a mode and the camera pans in to the location in the bedroom. You receive info and messages from your buddies on the PC



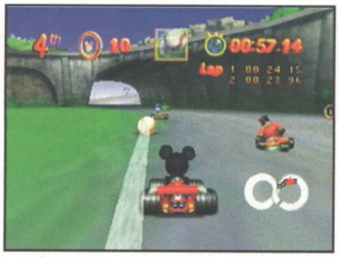
Streamers and confetti fall on to our victorious racers as the camera zooms and pans in at the end-of-race screen. It's stunning

HELPING HANDS

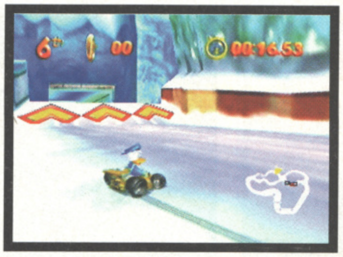
The game is split into championships and at the start there are three to choose from. Each has three difficulty settings from the easy and fairly slow Amateur to one of the fastest, hardest things on N64 that is the Professional level. As you race from Alaska to the Everglades, you'll need help from the power-ups littered around.



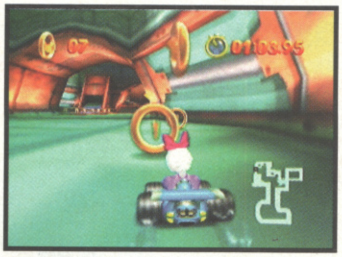
The Speed Start will prove to be your best friend, especially when using the lumbering heavier racers who take ages to get to top speed



Gadget king Ludwig Von Drake has hidden regenerating power-ups around the courses. The baseball is our fave, but tricky to master



Power-sliding around corners is a must. It's especially useful when your driver doesn't corner well or on twisty, turny, or ice-bound circuits

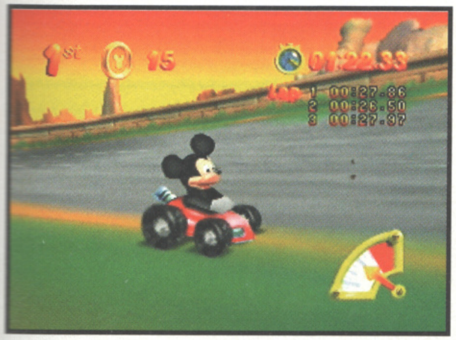


Collecting coins, or Oomph Tokens as they're called in *Speedway*, will up your top speed by diddy increments. Vital on the later tracks

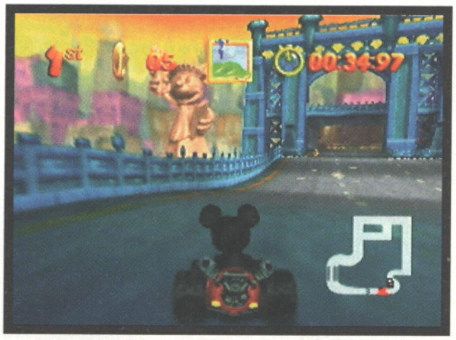
> ***"The gang are up to date with in-game banter bordering on the vicious"***

DISNEY DYNAMITE

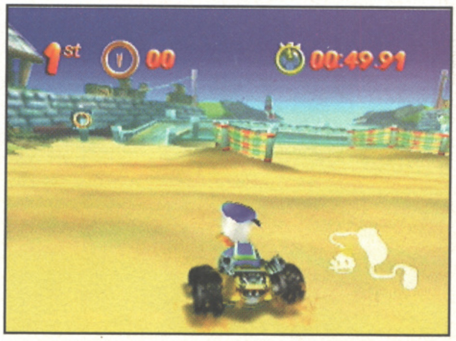
Mickey's Speedway USA is pure visual dynamite. The game doesn't support the expansion pack but the graphics remain super-sharp and move at a blistering speed with no fogging, pop-up or jerkies. Everything is spot-on from the tremendous backgrounds to the intricate detail on the racers, especially in the breathtaking replays.



Check out Mickey! You may have hated his squeaky voice and sickly cute shenanigans of the past, but you can't help but fall in love with him in all his N64 classiness in *Speedway*



The racing action is so hot and frantic that it's all too easy to miss some of the clever trackside details. In the New York stage the Statue of Liberty in the distance has been Mickey-fied

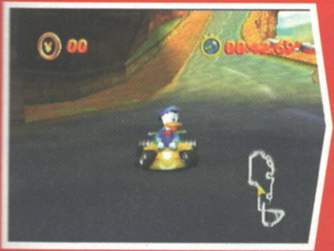


Look into the distance and you can see for miles and miles. This is the seaside end of the practice course where you can try out your crazy carting skills before racing for real

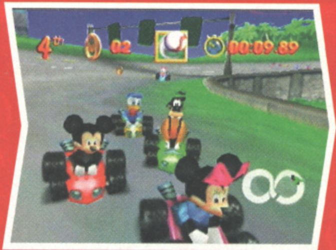
INSTANT PLAYER GUIDE

HORSES FOR COURSES

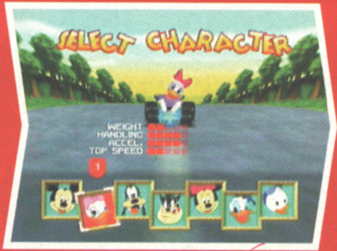
Winning races will depend mostly on your skill as a daring Disney driver, but you can help yourself along by choosing the best racer for the championship at hand.



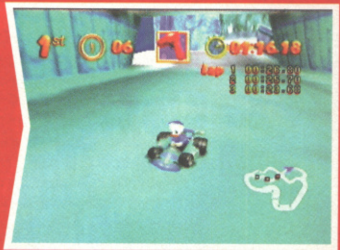
Donald and Mickey are the Mario and Luigi of this game. Good all-rounders with no extreme talents or flaws, making them good for beginners



Goofy and Pete are the lumbering heavyweights with great top speed but awful acceleration. Their grip's dodgy too. Good for longer courses



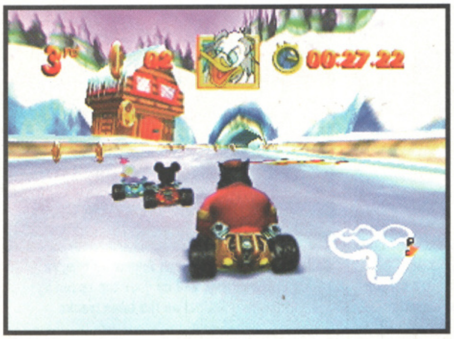
Minnie and Daisy are sprightly gals with great handling and getaway power but rubbish top speed. Good for short, intense races



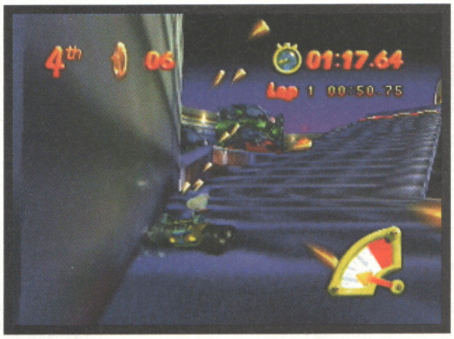
Unlock Dewey and you'll blast through previously impossible courses. Fastest acceleration and wicked handling marred only by limited top speed

LOOKS CUTE PLAYS TOUGH

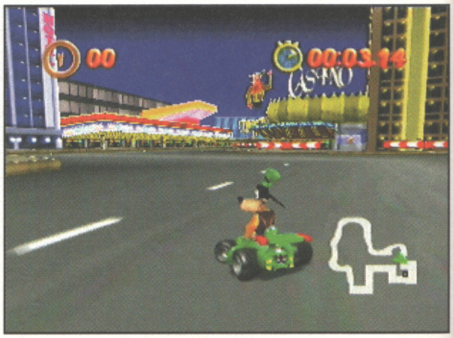
As you progress through the game the courses get harder and faster, with more obstacles and tricks waiting to shove you back into last place. Always be on the lookout for shortcuts and speed boosters in each location 'cos without them you're gonna struggle.



Alaska is one of the toughest early stages in the game due to it's slippery surfaces and ice caverns of doom. The ladies cope well with the corners but the heavyweights have no hope



Sparks fly in Seattle on one of the mega-useful shortcuts. This one goes over the main course but there's a very nasty corner to cause you grief just as you rejoin the track

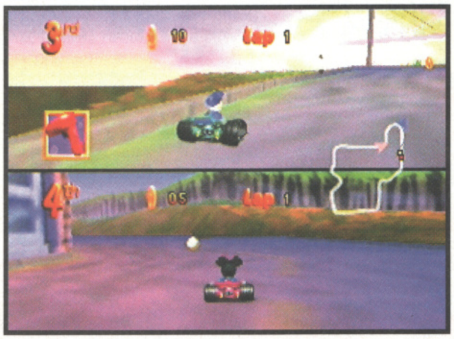


Las Vegas is lovely to look at and wicked to drive around – once you learn the twisty, hole-ridden track layout that is. You get to race inside and out but the power-ups are scarce

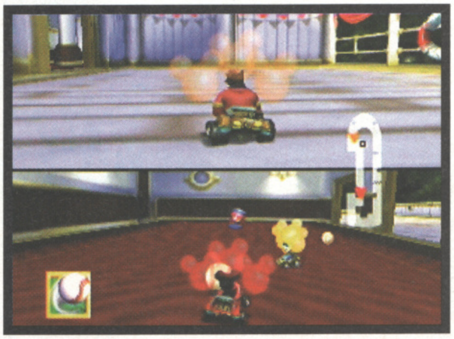
> **"Multiplayer is great but not quite the big leap forward we wanted"**

MULTIPLAYER RUCK

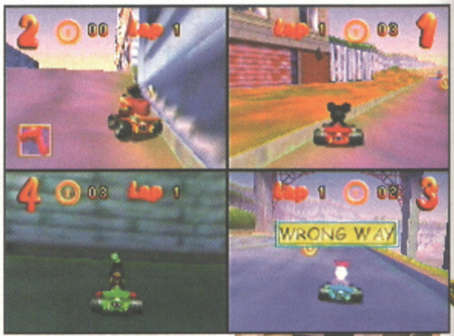
The real test of any cartoon racer is the multiplayer. The Versus mode is as sound as *Mario Kart 64*'s but the difficult courses make for frustrating play. The battle game is as good as the original SNES *Mario Kart* one and you can play the championships with buddies too. Great, but not quite the big leap forward we wanted.



Like any good Versus mode, smacking your leading rival with vicious power-ups is extremely satisfying. You can even play the championships in multiplayer, which makes for ace races



The Contest mode is a winner – you have to burst your opponents' Disney Balloons while avoiding attacks yourself. See how it's just like *Mario Kart*? Hardly a problem but where's the innovation?



Four-player action can turn into a confusing free for all if you're unfamiliar with the more confusing courses. Vegas in particular causes four-player headaches with its inside/outside shenanigans

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Mario Kart 64* (N64), *Looney Tunes Space Race* (DC)**

MICKEY: YOU'RE SO FINE

It may not push the boundaries of cartoon racing along as far as we may have hoped, but *Mickey's Speedway USA* still remains one of the finest games of its type ever created. It's better than *Diddy Kong* racing and beats *Mario Kart 64* hands down as a single-player experience. Multiplayer is good but very similar to what's gone before. This may be a minor flaw, but we can't help but feel a little miffed that we weren't as blown away by the split-screen modes as we wanted to be. This is Rare, after all.

TWO WORDS: GEDDIT NOW

Speedway screams excellence and there's very little wrong with the whole package. It looks a treat, is packed full of laughs and has to be the best cartoon racer since the golden SNES *Mario Kart*. Even the classic Disney characters don't grate on the nerves as much as you'd think, and the way you progress through races, unlocking new features and soaking up the atmosphere keeps you hooked in a way few other games out there can. N64 owners can hold their heads up high. Whatever you do, don't miss this.

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PS2

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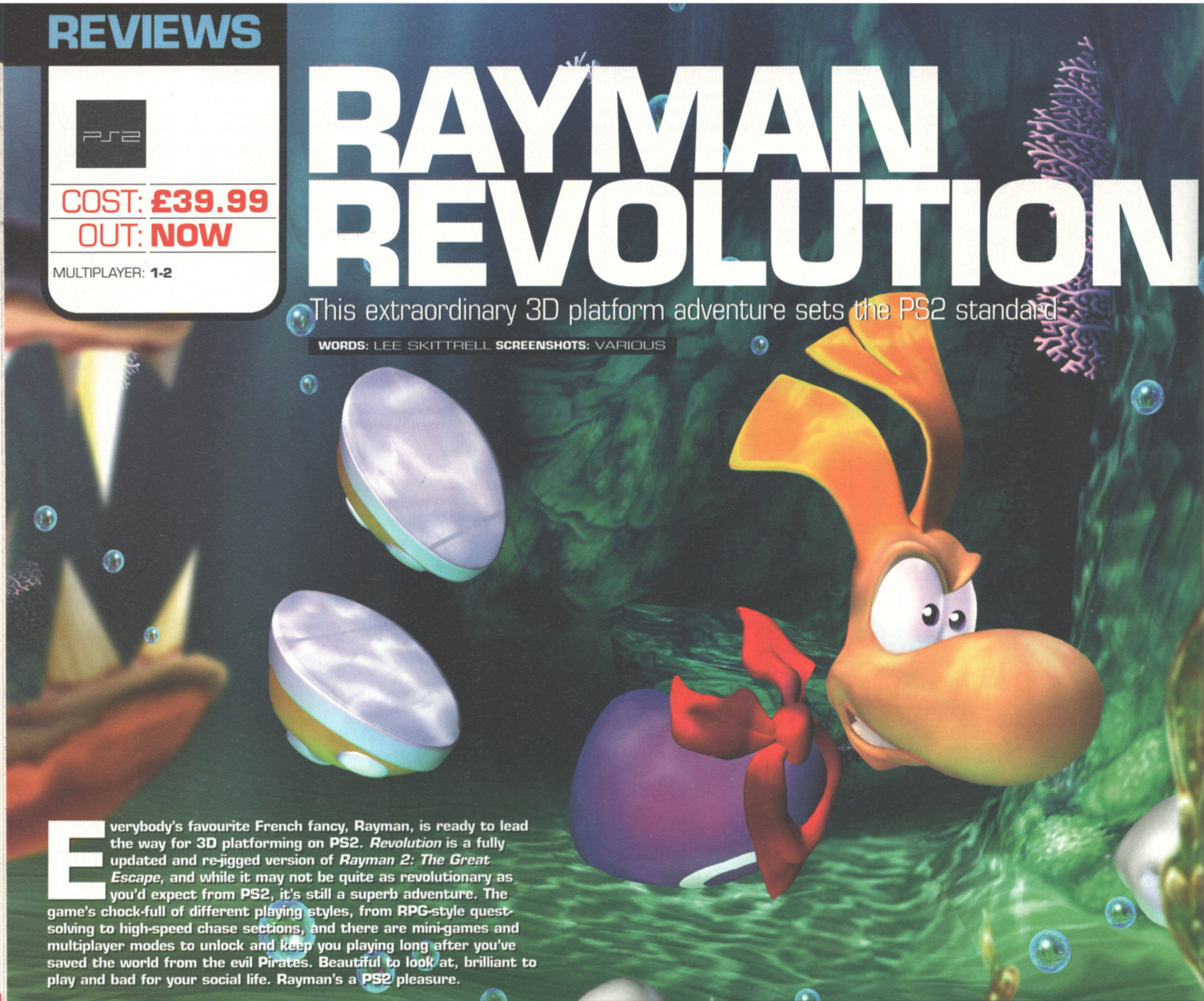
RAYMAN REVOLUTION

This extraordinary 3D platform adventure sets the PS2 standard

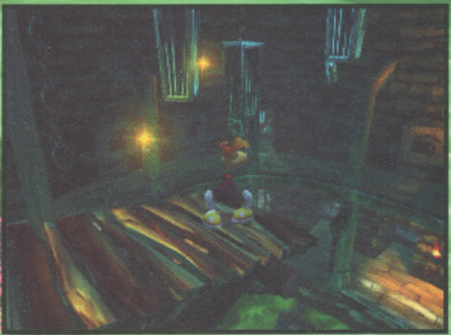
WORDS: LEE SKITTRELL **SCREENSHOTS:** VARIOUS



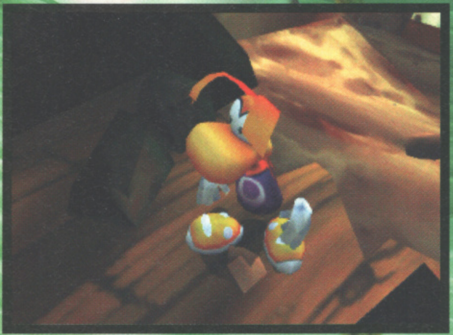
Everybody's favourite French fancy, Rayman, is ready to lead the way for 3D platforming on PS2. *Revolution* is a fully updated and re-jigged version of *Rayman 2: The Great Escape*, and while it may not be quite as revolutionary as you'd expect from PS2, it's still a superb adventure. The game's chock-full of different playing styles, from RPG-style quest-solving to high-speed chase sections, and there are mini-games and multiplayer modes to unlock and keep you playing long after you've saved the world from the evil Pirates. Beautiful to look at, brilliant to play and bad for your social life. Rayman's a PS2 pleasure.

DIFFERENT BUT THE SAME

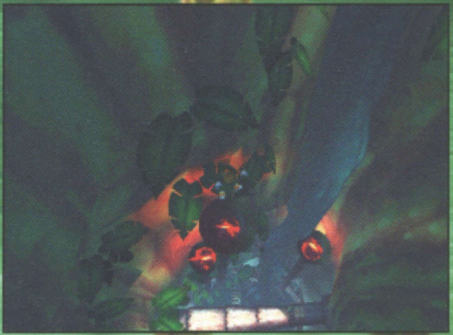
Revolution is like a remix of *The Great Escape*. Visually it's very similar to the DC version only with more ambient scenery, enemies and NPCs dotted around. But what makes it feel fresh is the reworked levels with the puzzles in different orders and brand new linking sections inserted.



There's a whole new prison section to explore on your way to free Ly the fairy at the start of the game. Looks incredible too



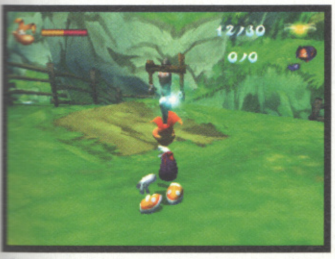
The camera in *Revolution* can sometimes be a bit twitchy, but you can get some wicked views of your environment – and yourself



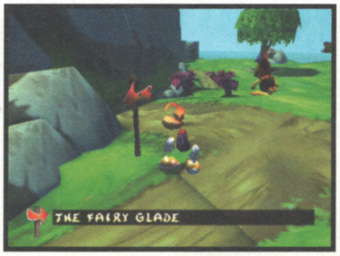
This free-fall section was all black oil and rocky cliffs in previous versions. There are extra features all over the *Revolution* world

HIT THE HUB

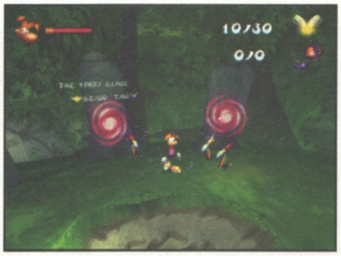
Revolution features the latest model of the level select screen. On N64 it was the bog-standard Hall of Doors, the DC had the pseudo-3D Isle of Doors and now, on PS2, it's a fully-blown level with its own characters and features. This makes the game feel more free-form with new areas opening only when Rayman learns new skills.



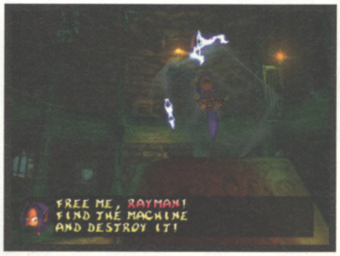
After negotiating the very first section you get to the main hub. Murphy, your flying buddy, will teach you skills here like target practice



The hub ranges from seaside tranquillity to dark caverns and is worth checking out for secrets. Use the signposts to keep your bearings



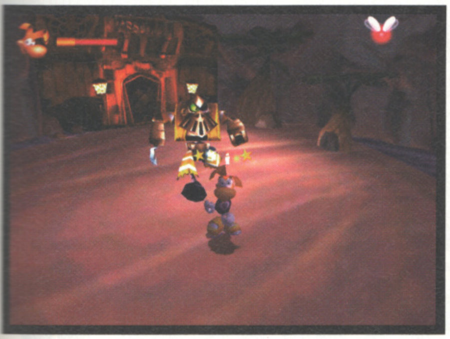
The Teensies' Circle is where you can warp back to previously cleared areas looking for more of the Lums scattered by the Pirates



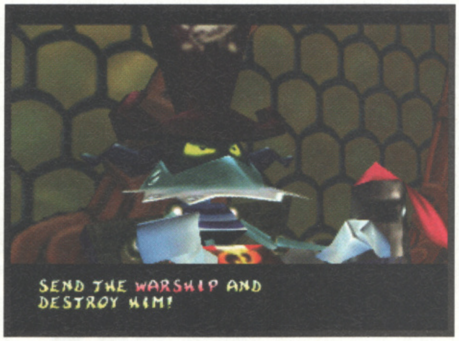
Once rescued, Ly will give you gifts and increase your powers. You can even trade Lums for new powers in the hub level

GOLDEN GAMEPLAY

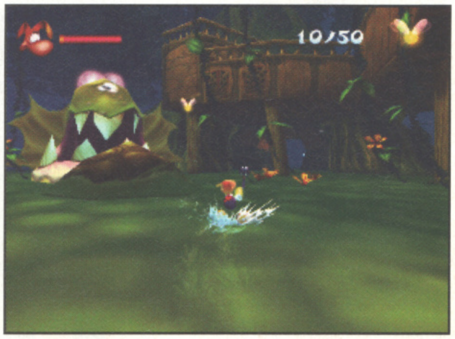
The souped-up graphics and redesigned sections are a treat, though they hardly revolutionise the whole thing. But as *Rayman*'s always been brilliant to play, this is no major problem and besides, there are two new multiplayer games to enjoy. Trouble is, like on DC, you have to find all the Lums before you can unlock them.



There's a lot more combat in *Revolution*, and the Pirates are sneakier, more vicious and all-round tougher to beat. The as-ever excellent character controls will help you trounce them



Here's Razorbeard, leader of the mechanical Pirates who have destroyed the world's core and scattered energy – in the form of those vital Lums – throughout the world



***Rayman 2*'s annoying Bayou water-skiing stage is less aggravating in *Revolution* as there are fewer rocks and piranha to whack into. Instead you get a massive fish dude to avoid being eaten by**

> **"We want Rayman to be a limbless hero for the new millennium"**

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Super Mario 64* (N64), *Spyro 3* (PS), *Rayman 2* (DC)**

PLUMB RAYMAN'S DEPTHS
At first, the reworked parts of *Revolution* appear to be mainly superficial graphical touches and tweaks, but dig a little deeper and you'll see that there's more to it than that. The way you can trade Lums for power-ups really makes you want to collect them all – especially when they open up bonus levels and multiplayer games. The hub structure brings a new dimension to the adventure too, and makes it feel much less linear than previous *Rayman* outings. The way you continually return to the central hub to receive new quests and trade Lums for powers gives the game a slight RPG edge. What's more, Rayman now evolves new powers at different points in the game, giving old hands fresh challenges to overcome.

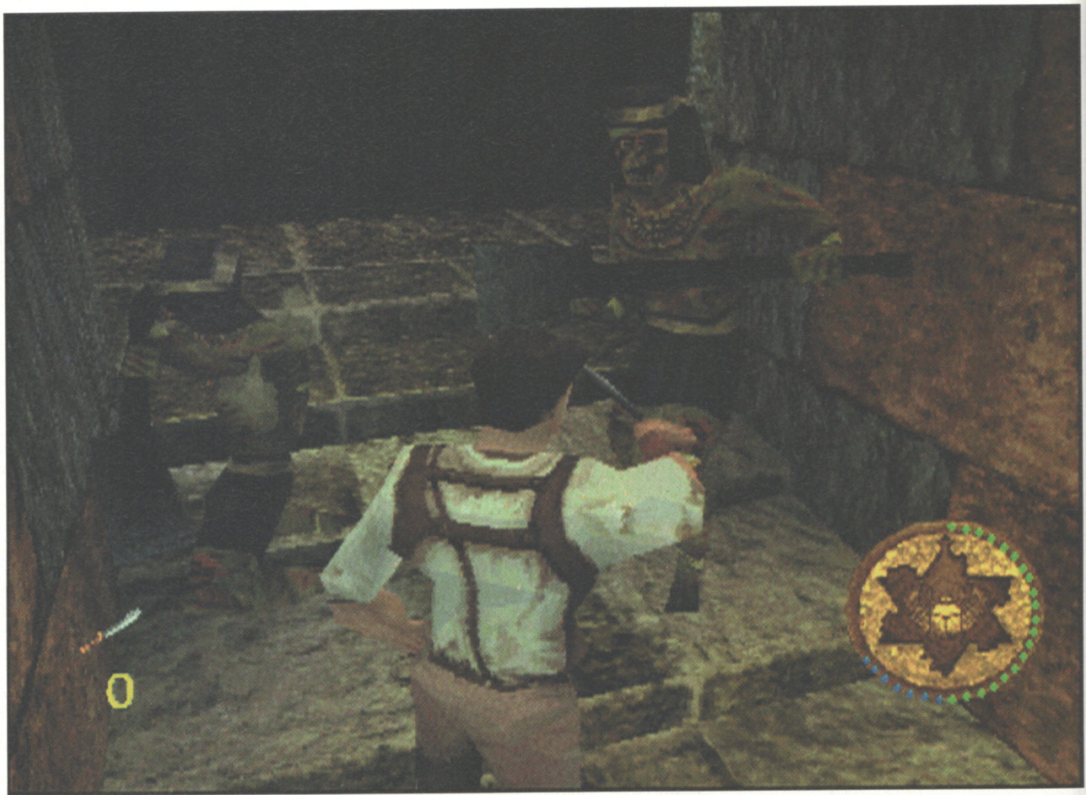
PRINCE CHARMING?
The brilliant cutscenes you see on your quest are now accompanied by voice acting, as opposed to DC *Rayman*'s sound effects. It might just be us, but we reckon the game loses some of its otherworldly charm 'cos of this. Otherwise, the gameworld is as enthralling as it ever was, but it still has that slightly clinical feel, heightened by the super high-res graphics. Still, these are minor quibbles against an otherwise superb platform-adventure and you should definitely check it out.

STAND ALONE, STAND PROUD
We love Rayman and want to see him get the attention he deserves as a limbless videogames hero for the new Millennium. *Revolution* isn't quite the game to give him that status though. Sure, it's a fantastic adventure, but the bare bones of it are based on the ageing N64 title. Given the power of PS2 and the scope for really blowing gamers away with something new, we're a little miffed that it's not a true next-gen sequel. It's still fab though and, as the only game of its type on PS2, it will be a fairly tough benchmark for PS2 platformers to measure up to over the next year.

computer and video Games
★★★★

PlayStation

COST: **£29.99**
OUT: **NOW**
MULTIPLAYER: **NO**



Skin moisturiser was now so scarce in the tombs of Egypt that the once magnificent Cleopatra was only a shadow of her former self. "Fancy a snog, darlin'?"

THE MUMMY

All the fun of the Pharaohs. Well, nearly

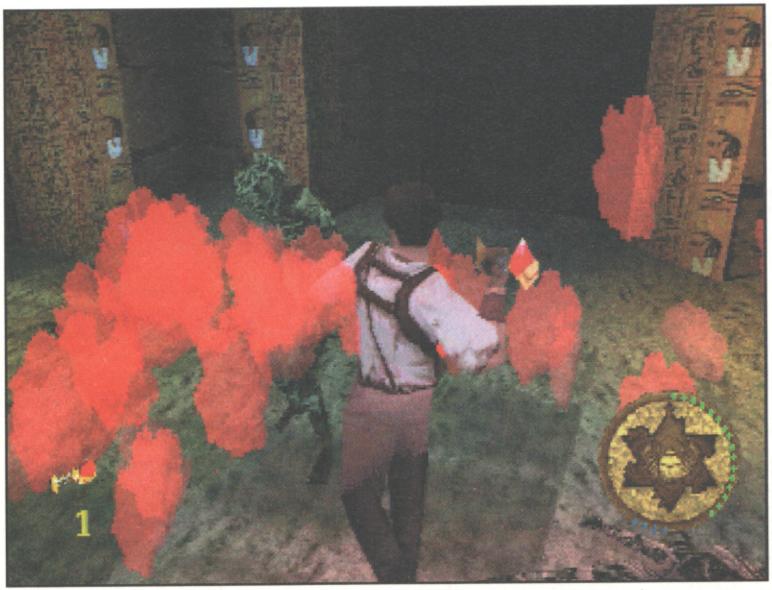
WORDS & SCREENSHOTS: JOHNNY MINKLEY

WHAT YOU NEED TO KNOW

What's that? Some daft bint has only gone and opened the Book of the Dead, unleashing the wrath of the accursed ancients, buried deep within the eerie tombs of Egypt. Can't take her anywhere. And whose got to pick up the pieces? That's right - a big, hunky, all-American action hero, ready to take on the might of the undead - and show Lara a thing or two in the process. Indeed, *The Mummy* is filled with the sort of third-person action-exploration you might expect from a game heavily inspired by the top-heavy temptress.

LICENCE TO CHILL

In some ways, *The Mummy* is a lesson in the correct way to use a movie licence. The fantastic film score has been used to excellent effect, allowing for moments of great suspense, excitement and anticipation. One minute you can be creeping tentatively around the corner of a tomb, only to be shocked into action by a frantic rush of strings and rasping brass as two murderous skeletons leap out of the darkness. This adds much to what would otherwise be a more mundane experience.



Les was reluctant to accept a free sample from the new range of Manchester United talcum powder

WORTH PLAYING?

In other ways *The Mummy* comes unravelled. The camera angle makes combat with multiple foes difficult, as the screen bounces around, and clumsy controls make weapon selection a 'mare in the heat of battle, costing you precious energy. It's graphically rough around the edges, but in a strange way the limited draw-distance actually adds to the suspense. Variety's provided by sub-levels such as a 3D sarcophagus-surfing section, and a bizarre, *Pitfall*-esque scrolling platform level, which although not perfect, do provide much-needed relief from the intensity of the main game. *The Mummy*'s challenging and exciting but let down by some niggling flaws, which detract from the overall experience. Still worth a crack though if you've had it with Lara (so to speak).

computer and video
Games
★★★

IF YOU LIKE THIS TRY THESE...
Tomb Raider Chronicles (PS), *Soul Reaver* (DC), *Shadowman* (N64)

Dreamcast

COST: £29.99
OUT: NOW
MULTIPLAYER: **1-8**

Mad locations like this crazy village provide the backdrop for all this senseless invertebrate carnage

There are missions to play in one-player now, as well as the totally addictive multiplayer mate-bashing mode

WORMS WORLD PARTY

The worm (re) turns

WORDS & SCREENSHOTS: LES ELLIS

WHAT YOU NEED TO KNOW

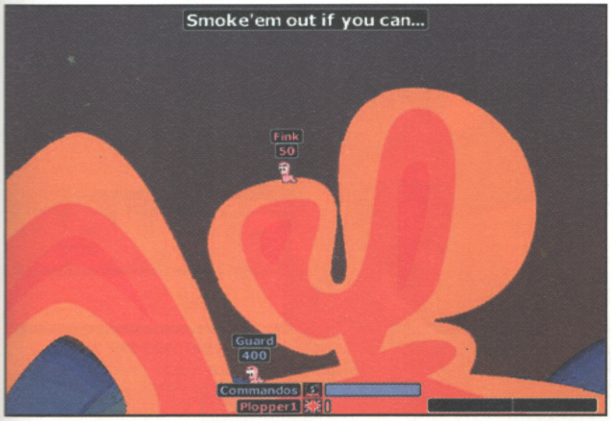
A cloud of feathers and gore slowly descends on your garden. What did cause that bird to explode when he swooped for his invertebrate lunch? Intestinal gas build-up? Or was it a bunch of worms marauding around armed with rocket launchers, shotguns and bad attitudes? Welcome to the *Worms World Party*. Bring a bunch of mates and some crazy weapons because the fun is going to be of the explosive variety tonight. Name your team, take to the wacky levels and blast the hell out of each other in turn-based combat until there's only one worm left crawling.

INVERTE-GREAT!

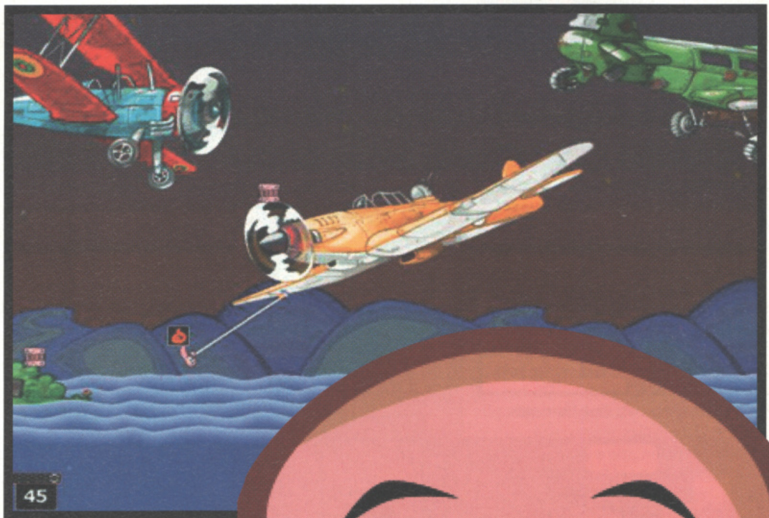
The basic concept is pretty daft but that doesn't stop the gameplay being more fun than is good for your health. Blasting the hell out of your opponents' worms with some of the meanest and freakiest weapons you've ever clapped eyes on gets real vindictive, especially if those worms belong to a mate who just nuked one of your team. Enter the missions and you'll find a slightly more tactical approach is needed as your band work together to save the world from alien invasion and other dastardly threats.

WORMS ONLINE

WWP is also set to take over from the flawed *Chu-Chu Rocket* as the number one online DC puzzle game. There are beginner and expert zones set up for you take your team into so you can expect patriotic, as well as vindictive, action. Before you take on a bunch of continental hermaphrodites, though, you get to practise at home first with the Deathmatch mode built into the game with computer opponents, so you can hone your skills offline first. Combine that with the training, missions and single player battles and this worm won't be returning to the shelf for quite a while.

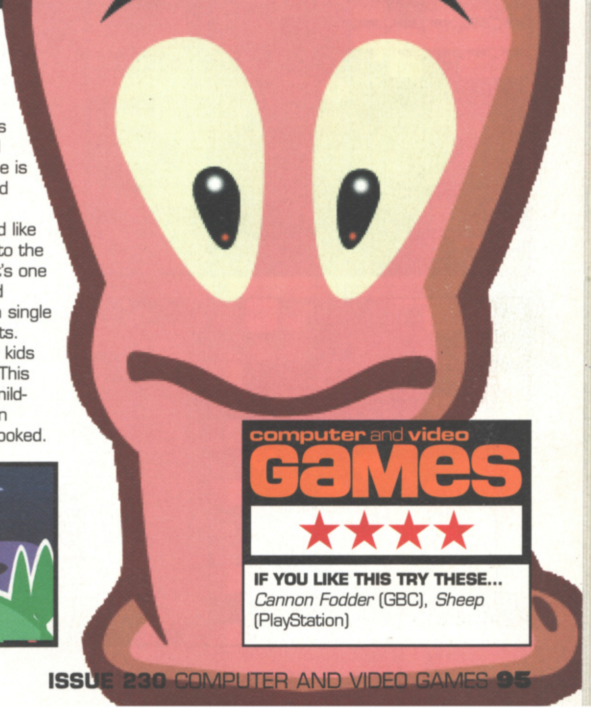


Smoke'em out if you can...



WORTH PLAYING?

Worms running over cartoony landscapes using truly freaky weaponry and items to blow away numerous opponents means the fun will never run out here. The game is packed with funny high-pitched samples that don't seem to become annoying or overused like in some games. And thanks to the plethora of gaming options, it's one of the few multiplayer-focused games that is as much fun in single player as with other opponents. Don't think this is a game for kids 'cos of the cutesie graphics. This one will turn even the most mild-mannered gamer into a full-on nutter once they're, ahem, hooked.



computer and video Games

★★★★

IF YOU LIKE THIS TRY THESE...
Cannon Fodder (GBC), *Sheep* (PlayStation)

MR**DRILLER**

You can dig it. If you really want

WORDS & SCREENSHOTS: LES ELLIS

Dreamcast

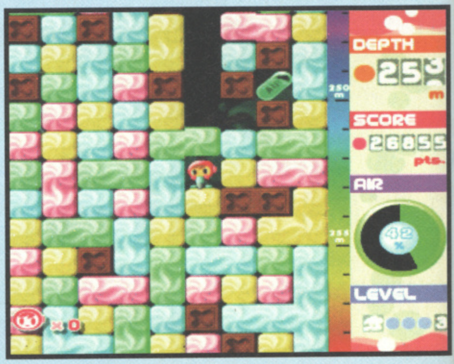
COST: **£29.99**
OUT: **NOW**
MULTIPLAYER: **NO**

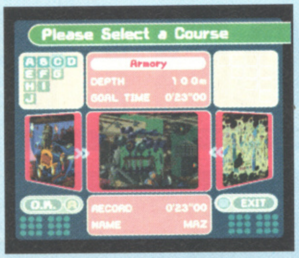
WHAT YOU NEED TO KNOW

Mr Driller was originally designed by a member of the *Ridge Racer IV* team in his spare time. All his mates got so addicted to it that Namco saw the light and released it as a game in its own right. Like all the best arcade puzzlers, the concept is simple. But once it gets its hooks into you, you don't stand a chance of getting away from it. On the face of it, just digging down and picking up air is simple, but when you have to start watching for falling rocks and figuring out where they'll stop and whether they'll crush you, you find the hidden, er, depth.

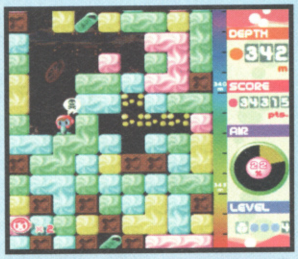
GOING DOWN

As well as the straightforward dig-for-your-life Arcade mode, there are timed challenges where you have to work your way through a level, picking up clocks to try and beat the best time - nowhere near as easy as you might think. A few more modes would've put this in the same league as *Pokémon Puzzle* on the N64, but just Arcade, Survival and the time challenges aren't quite enough. It's bright and colourful, but the repetitive gameplay doesn't offer the same kind of replay value as *Pokémon* and *Bust-A-Move*.

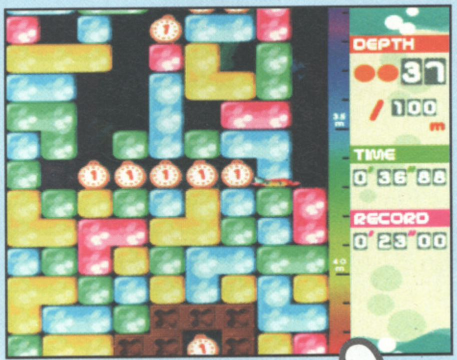




The background graphics change between courses, but the action is the same

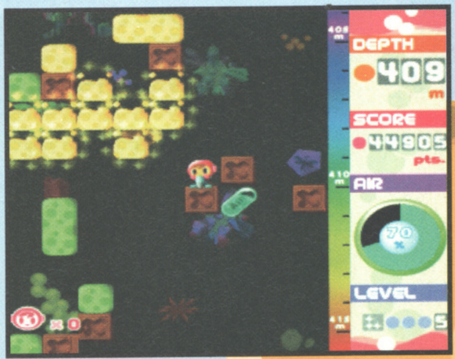


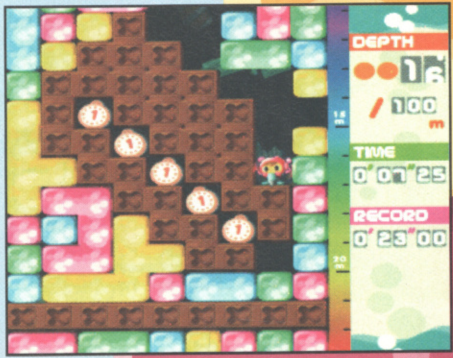
You're almost outta air. Grab the oxygen pill



WORTH PLAYING?

Mindless button-bashing seems to ensure almost as much success as trying to figure it all out as you go along and thinking about what you are doing. So the novelty wears off - unlike most arcade puzzlers that you can pick up and play at any time, no probs. There's fun to be had here, but in limited doses. Every puzzler needs a two-player mode - a bad omission that keeps *Mr Driller* from scoring higher. The fact the DC version's the same as the PS is disappointing.





computer and video **Games**

★★★

IF YOU LIKE THIS TRY THESE...
Pokémon Puzzle League (N64), *Bust-A-move* (PS)

...CATCH THE DRIFT!

CVG and **DRIFTER** give you the chance to win the videogames day of your dreams and loads o' chocolate!

THE LAID BACK SNACK

You're gonna be the very best mate anyone could ever have if you enter and win our exclusive prize draw! We've teamed up with our favourite choccy bar buddies DRIFTER to give you and a friend a day of pure gamesplaying pleasure. The two of you will spend a day out at CVG offices playing more games than you've ever seen in your lives in a specially designed haven of videogame joy - the CVG Batchelor Pad. Fancy playing the best games months before they hit the shelves? And how about being there first hand as the gaming news breaks? No problem. You'll even get to meet the Editor and pick his brains over your fave games as well as getting the inside skinny on how to get that dream job in the industry.

HEAD FOR HOLLYWOOD

The CVG staff will show you how the mag is put together from writing reviews to designing the pages and offer tips to budding games journos and designers alike. You and your mate will even get your ugly mugs in the mag! And, after you've played all the newest games and heard hot tips on how to make it as a pro, we'll throw in dinner for the two of you and our staff at the world famous Planet Hollywood restaurant in Piccadilly, London.

SO MUCH CHOCOLATE

Just to prove that CVG and Drifter love you like no-one else we'll give you and your buddy a massive goodie bag of gaming treats and a big box of Drifter each. 10 lucky runners-up will also get a a box of delicious Drifter bars to scoff! To stand a chance of winning this fab prize draw, just answer the Drifter question below on a piece of paper, pop it in an envelope and send it to:

CVG/DRIFTER PRIZE DRAW,
2nd Floor
Endeavour House
189 Shaftesbury Avenue
London WC2H 8JG

Question:

How many sticks of yummy chocolate, caramel and wafer in a Drifter bar?

- ■ One
- ■ Two
- ■ Three

Terms & Conditions:
● Entry to the draw is free and the closing date for entries is 31/01/01. The prize winner will be the first correct entry drawn and the runners up, the next 10 entries drawn, correctly answering the Drifter question. ● Entries are limited to one entry per person and entrants must be resident in the UK or ROI. ● All winners will be notified by post within 28 days of the draw on 02/02/01. ● The top prize includes standard rail travel to and from London and meal at Planet Hollywood. y● Any winner under 18 must be accompanied by a parent or guardian. ● For details of the winners, send a s.a.e. during Feb 2001 to - Computer and Videogames, Angel House, 338-346, Goswell Road, London, EC1V 7QP. ● Employees of EMAP or Nestle, their agencies or persons connected with this promotion are excluded.

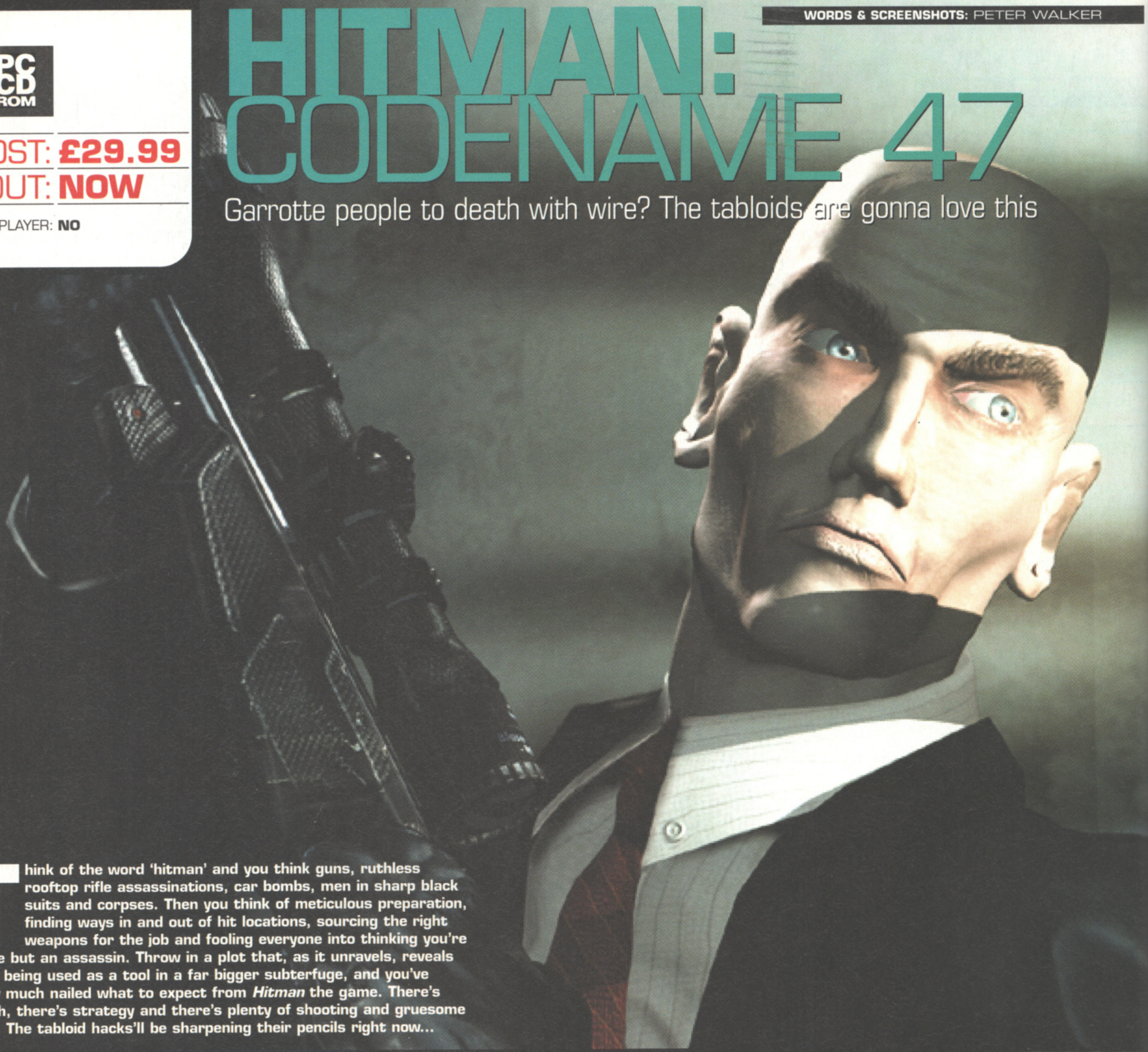
PC CD ROM

COST: **£29.99**
OUT: **NOW**
MULTIPLAYER: **NO**

WORDS & SCREENSHOTS: PETER WALKER

HITMAN: CODENAME 47

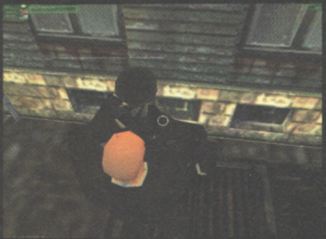
Garrotte people to death with wire? The tabloids are gonna love this



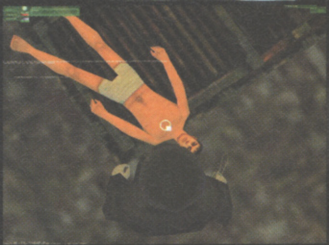
Think of the word 'hitman' and you think guns, ruthless rooftop rifle assassinations, car bombs, men in sharp black suits and corpses. Then you think of meticulous preparation, finding ways in and out of hit locations, sourcing the right weapons for the job and fooling everyone into thinking you're anyone but an assassin. Throw in a plot that, as it unravels, reveals you're being used as a tool in a far bigger subterfuge, and you've pretty much nailed what to expect from *Hitman* the game. There's stealth, there's strategy and there's plenty of shooting and gruesome death. The tabloid hacks'll be sharpening their pencils right now...

RIGHT HIT WRONG HIT

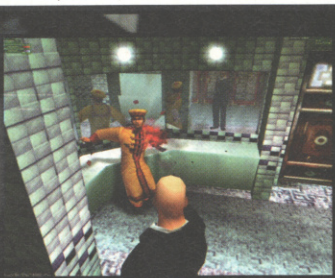
You get mission objectives, target descriptions, a map and a chance to shop for the right equipment before starting. Missions involve you impersonating civvies and enemies to scout hit locations or carry out the job – and there's different ways to complete objectives. It's a cool idea and can tax the grey matter.



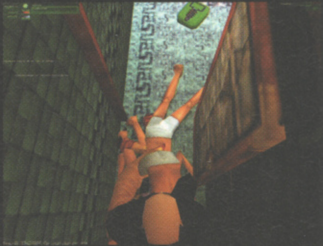
You need a disguise. Garrotte this chauffeur while he's pissing, and in two button-presses...



...you've got his shreds. Stick his body in that hole and place the car bomb. No shots fired. Clean hit



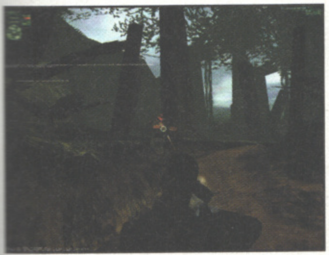
Most of the time gunfire attracts guards and the sight of bodies sends civvies nuts...

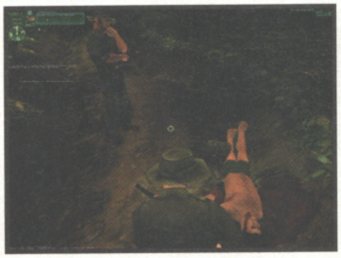


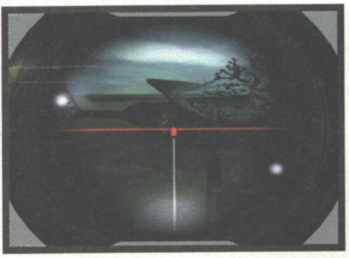
...which means more people need silencing. How many corpses *can* you fit in a bog? Messy hit

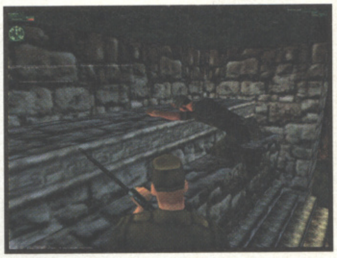
THE GOOD

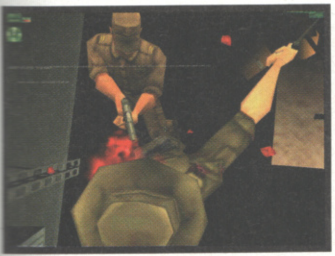
There are only 13 missions, but they get increasingly complex requiring careful planning and execution (literally). You can't save mid-mission, so leave a corpse in view or forget to hide your weapon and it's Mission Failed. The effects your actions have in the game environment can be tricky to get used to but satisfying when mastered. Other cool features include...

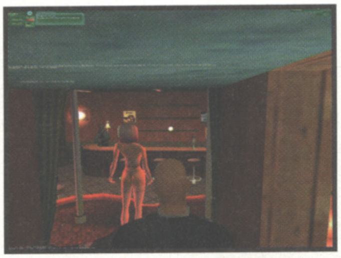

Detail and visuals are mostly mint. The Colombian jungle locations are spot-on. Check the shadowing

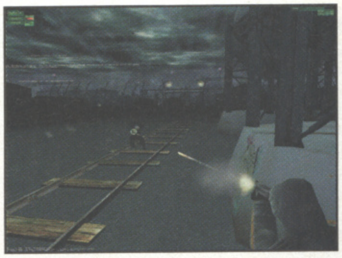

Enemies move fluidly, scan for snipers and scratch chins when puzzled. Wasn't me Manuel, honest!

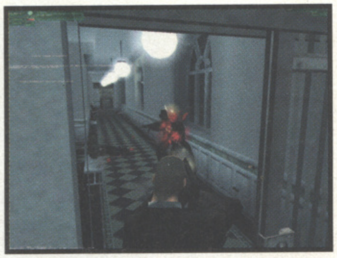

There's a nice array of guns and gadgets and some very satisfying sniping, like at this chopper


Dead guys fall into bizarre positions and flop around when dragged. There's plenty of blood too


Enemies eventually see through stolen disguises. Ensure you have enough ammo when they do. Doh!


If the lap dancer caught *your* attention, then she'd be a perfect diversion for a guard. Think laterally

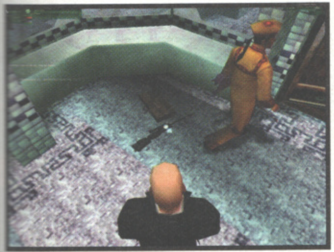

Body damage is fairly realistic. So buy body armour and use cover with this handy 'lean' move

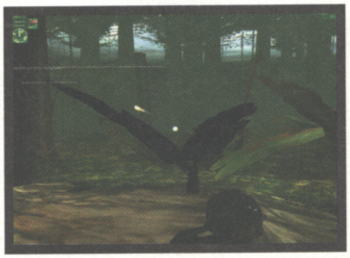

Enemies are mostly pretty smart, constantly ducking behind cover during firefights

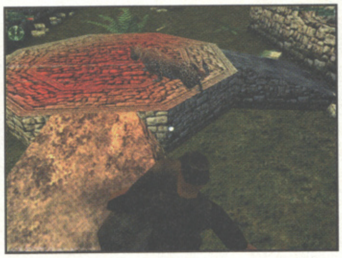
> **"Killing enemies for their clothes is wicked"**

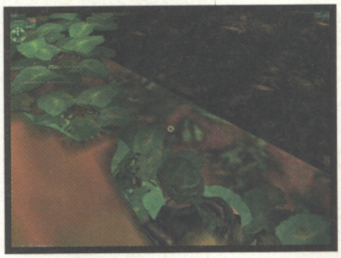
THE BAD AND THE UGLY

For all that's good in *Hitman*, there're constant reminders that things could've been so much better if they'd had another six months to polish it. Apart from the minor stuff you can overlook, there are enough gameplay and mission execution irritations to jolt you out of that feeling of total immersion.


The AI isn't perfect. The bar worker doesn't take a blind jot of notice of the rifle on the floor


We couldn't spot these guys without binoculars through the fogging, er, mist, but *they* can see us


This bizarre mission sees you giving a dead pig to a jaguar. Take the pig away and he chews air. Hmm


Hitman's not all graphical and interactive loveliness. How straight is that texture join?!

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

Deus Ex **(PC),** ***Metal Gear Solid*** **(PS/PC)**

WORTH PLAYING?
Quietly killing enemies to get their clothes is wicked. It's been done in part before – in *Commandos* – but is an integral part of *Hitman* and gets your brain working differently to most stealth/strategy games. Strutting in disguise past guards inspecting the corpse you just left is deeply cool.

CALL IN THE CLEANERS
Giving players freedom to achieve mission objectives in their own way is excellent. Do you blow the vicitm up with a car bomb, nail him with a sniper rifle, or sneak in the bog window and take 'em all down at once? But often there's actually little choice how you go about fulfilling the main guts of the objectives, and with no mid-mission saves, replaying until you hit on how the developer intended you to do it can frustrate.

PIG IN A POKE
The erratic enemy AI switches between excellent and bloody irritating. Occasional all-seeing guards leave you constantly wondering which shadowy corners you can hide in and which are shortcuts to mission failure. And the almost surreal 'feed a pig to a jaguar' and 'recover golden idol for native indians' missions totally lose the plot and ruin the atmosphere. You're a hitman, not an eco-warrior.

WORTH PLAYING?
The stealth, strategy and action elements gel pretty well and give *Hitman* enough pace to keep things interesting most of the time. This is well worth a look - just don't expect the depth, interactivity and relative freedom of choice of *Deus Ex*.

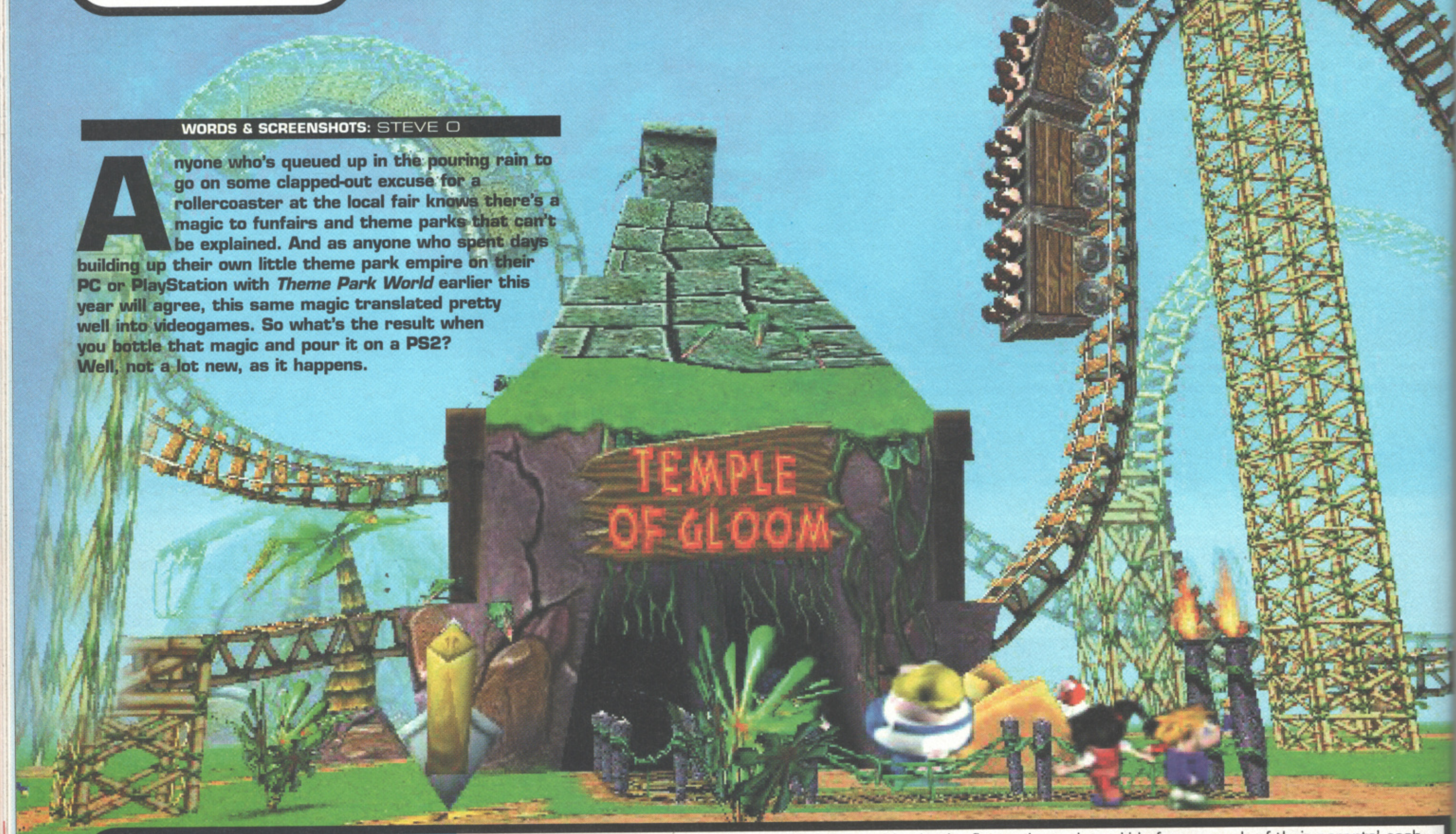
computer and video games
★★★★

PS2

COST: £39.99
OUT: DEC 15
MULTIPLAYER: **NO**

THEME PARK WORLD

Show Disneyland Paris how it's done

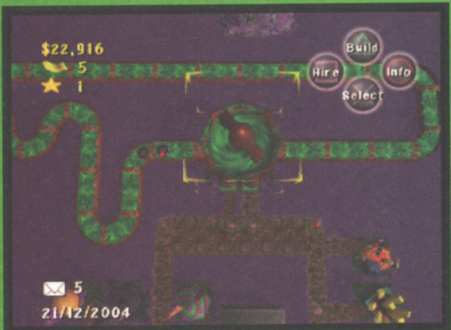


WORDS & SCREENSHOTS: STEVE O

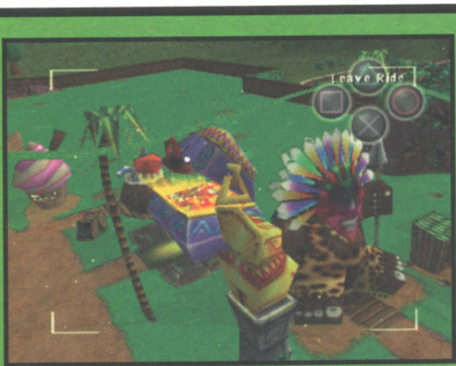
Anyone who's queued up in the pouring rain to go on some clapped-out excuse for a rollercoaster at the local fair knows there's a magic to funfairs and theme parks that can't be explained. And as anyone who spent days building up their own little theme park empire on their PC or PlayStation with *Theme Park World* earlier this year will agree, this same magic translated pretty well into videogames. So what's the result when you bottle that magic and pour it on a PS2? Well, not a lot new, as it happens.

SIDESHOWBOB

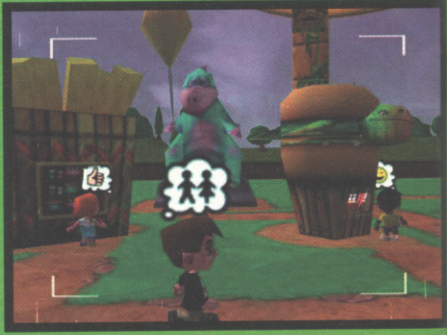
As the proprietor of a major theme park, your goal is simple: fleece those damn kids for as much of their parents' cash as possible. There are many ways of doing this, but the key is keeping the little brats happy so they stay around long enough to offload mum and dad's hard-earned wonga in your shops, eateries and sideshows.



Rides and rollercoasters are the main features of your park. They are free to go on but good for attracting visitors through the gates



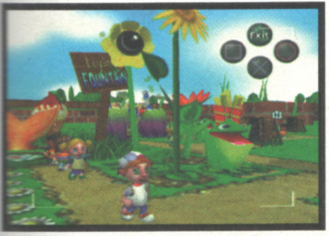
Building gift shops is a good money-spinner. Stick a costume shop by the exit and the little suckers will lap it up on their way out



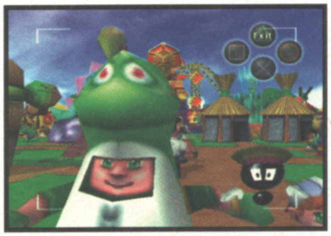
Burgers, fries and drinks shops are vital to keep 'em happy and earn cash. But what goes in, must come out, so don't forget the bogs

SEE FOR YOURSELF

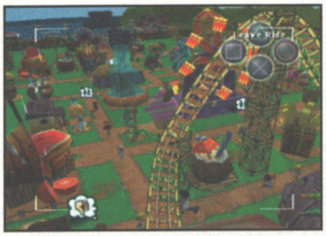
Whenever you like you can zoom in and walk around your park in first-person mode to see your creation from the punters' eyes. This can be good not only for getting a better perspective on how your park is functioning, but also for just having a laugh because you can try out all your rides and sideshows for yourself.



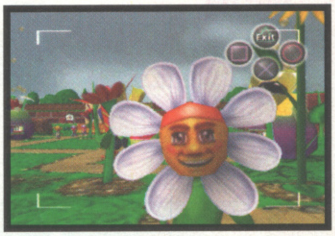
It's easier to follow visitors around in first-person mode to track their movements



The visuals are very bright and breezy but hardly up there with the best PS2 has to offer



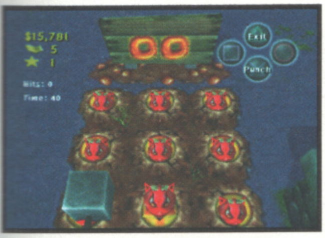
Try out rides for yourself. No, there's not much to be gained from this, but it passes the time



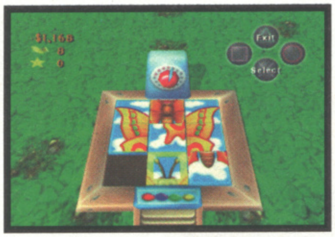
You can't control anything or access any menus in first-person so don't spend too much time here

PLAY THE GAME

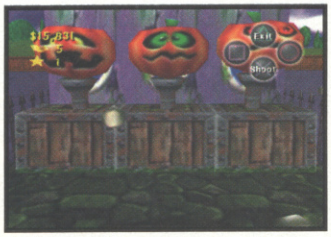
As well as rides, your other attractions are classed as sideshows. These are the arcades and other games that kids have to pay to play but stand to win a prize from. The best bit about these is that you can have a go yourself in first-person mode and even win a Golden Ticket for a good performance.



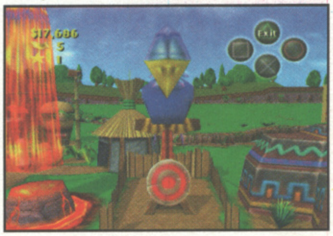
Bashing the plastic monsters with a giant hammer will keep you glued for... minutes



The Giant Puzzle isn't much of a brain drain and you'll have it licked in next to no time



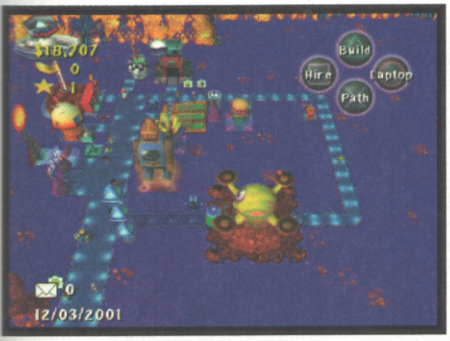
Knock the pumpkins off their stands by chucking a ball. Requires almost no skill at all



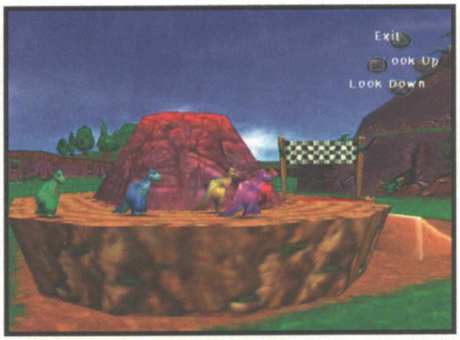
Strength Test will take you one go to beat. That's another Golden Ticket in the bag, then

TICKET TO RIDE

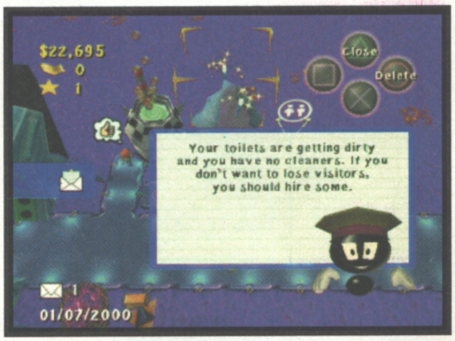
The PC version of *TPW* was a little open-ended and didn't have enough structured goals to aim for. Here, as in the PS1 version, you're given goals measured by how much cash you earn or how many visitors you attract. By reaching these targets you get awarded Golden Tickets, which go towards unlocking the next world.



Attracting visitors and staying open are not hard, but making your park profitable enough earn all your money back is tricky



Snaffling Tickets by winning some of the sub-games is an easy method of racking them up – a little *too* easy perhaps



Your toilets are getting dirty and you have no cleaners. If you don't want to lose visitors, you should hire some.

You can earn extra Tickets for winning awards. This could be for keeping the tidiest park around or having the best security in town

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Rollercoaster Tycoon* (PC), *Theme Hospital* (PC)**

WHAT YOU NEED TO KNOW

This is basically the same game as before. The positive view is that it combines the PS version's playability with the PC's visuals. The negative view is this is almost a straight port of an older game with little new to satisfy the seasoned pro. On the surface *TPW* appears simple. But after a failed park or two you realise there's more than meets the eye. Soon you'll be tweaking worker patrol paths, upping the amount of salt in your fries and nobbling the payout chances on your sideshows to increase your profitability. But there are a lot of user un-friendly menus to clicked through to achieve anything.

WORTH BUYING?

If you loved it on PS or PC, then there's nothing much new here to get excited about. If you haven't played it before, you may well be expecting more on your PS2 than this. The game itself is as good as ever, but they haven't moved it on far enough for our liking.

computer and video Games

★★★

COMPETITION

We've got five spanking new copies of *TPW* to hand out to lucky winners. Just answer this question and send your entries to the usual address.

What is the correct name of the UK's most famous Theme Park?

A) Faulty Towers
B) Alton Towers
C) Moulten Flowers

PC CD ROM

COST: **£39.99**

OUT: **NOW**

MULTIPLAYER: **NO**

WORDS & SCREENSHOTS: MAURA SUTTON

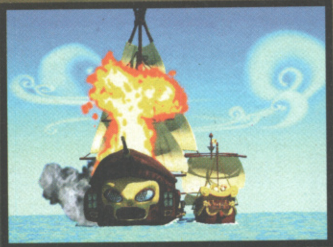
ESCAPE FROM MONKEY ISLAND

More fun than spanking your monkey

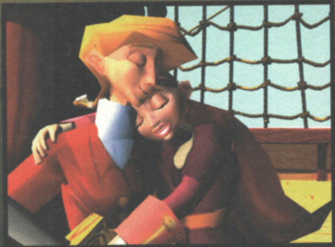
The *Monkey Island* series of adventures still have a loyal fanbase despite the fact that all things pointy and clicky have virtually disappeared from the gaming map. For those of us who still crave that heady mix of lunatic puzzle solving and oddball visuals, the release of a fourth *Monkey Island* game is cause for both excitement and dread. We can't wait to play it, but we're also a bit frightened they might have ruined a classic with too much 3D malarkey. *Monkey Island* was never about the looks, it was always about the feel. Time to breathe easy, 'cos this baby has both - in spades.

MONKEYTALES

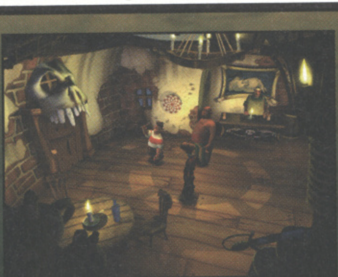
Guybrush Threepwood's latest epic adventure starts just after his wedding to Tri-island governor Elaine Marley-Threepwood. Post honeymoon, Guybrush finds himself tightly bound to the mast of a pirate ship nervously eyeing a pile of burning hot coals. No, Elaine hasn't gone kinky on him, it's the beginning of yet another piratey tale.



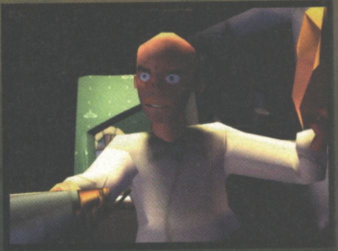
The dastardly pirate ship where it all begins. Your first task is to help Guybrush escape unharmed



The happy couple - before they discover a strange pirate is trying to knock down their house



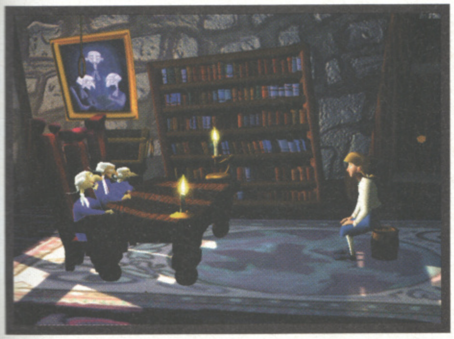
The Scumm bar is threatened by a pirate-hating property tycoon, who Guybrush must tussle with



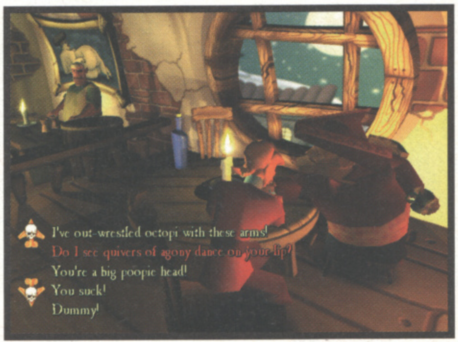
He must also clear his name after being framed by Pegnose Pete, a criminal with a false hooter

GUTBUSTERS

One of the coolest aspects of the *MI* games is the deeply weird sense of humour. Fans'll love seeing familiar old characters like Meathook, Otis and the Voodoo Lady, whilst there are plenty of new nutters to meet. There are so many mint visual gags and clever reference to other games and films that you'll need to play the game through twice to get them all.

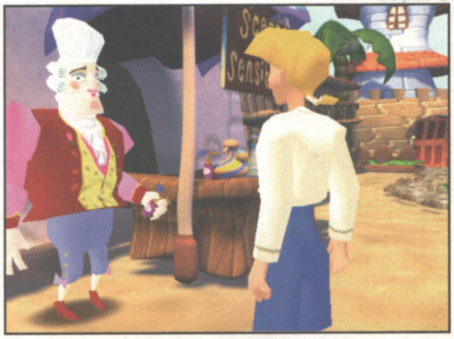


These nasty lawyers are pure comic genius. Listen carefully to their inane prattle to hear one of them give an impersonation of Jack Nicholson in 'A Few Good Men'. Awesome!



I've out-wrestled octopi with these arms!
Do I see quivers of agony dance on your lip?
You're a big poopie head!
You suck!
Dummy!

Guybrush indulges in a bout of Insult Arm Wrestling with bar owner and pirate I. Cheese in the cosy snug of the scurvy-ridden Scumm Bar. He may not have any legs but he's good at insult arm wrestling

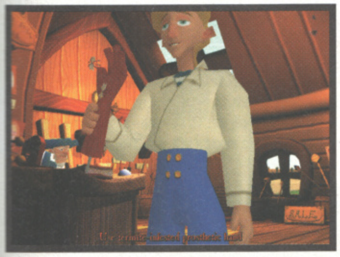


Would you buy a used perfume bottle from this man? Try and prevent him squirting you with something wet and nasty. You might not want to talk to him but chat him up and nab some of his wares

> **'The control system is as smooth as a baboon's butt cheeks'**

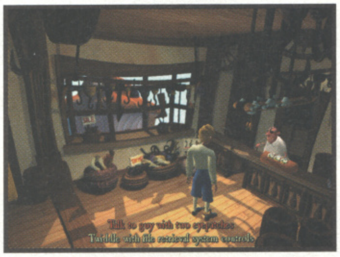
MONKEY SEE, MONKEY DO

Earlier *MI* games were 2D with most emphasis on puzzle solving and mental gymnastics. Now Guybrush and crew can go anywhere and do almost anything. But they haven't gone all platformy. The main focus is still puzzle solving - there's just more room to manoeuvre in prettier environments.



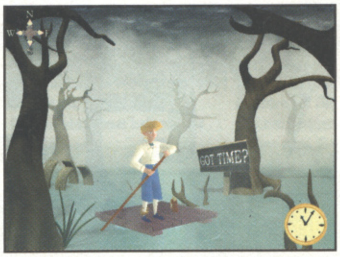
Use termite-infested prosthetic hand

Now this is a classic point 'n' click puzzle. Just where exactly should Guybrush place this termite ridden false arm? Answers on a postcard...

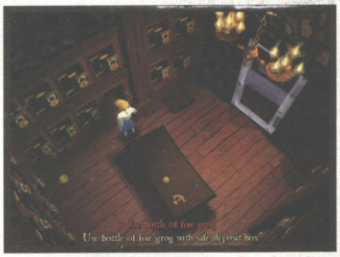


Talk to guy with two eye-patches
Twiddle with file retrieval system controls

Beware the Palace of Prostheses for it contains an incredibly annoying block moving puzzle. This one had us stumped for ages



Steer Guybrush through a swamp using the hands of the clock to guide you on your way. Then come to a sloshing halt when you reach a locked gate



Use bottle of fine grog
Use bottle of fine grog with safe deposit box

Some of the puzzles are still a little too obscure. You won't believe the ridiculous items you have to combine to escape from this locked vault

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Monkey Island 1-3* (PC), *Grim Fandango* (PC), *Stupid Invaders* (PC/DC)**

ISLAND PARADISE

It looks gorgeous and it feels even better. Many games boast that they play like an interactive cartoon, but when playing *Escape From Monkey Island* you really do experience the feeling of living in a bizarre alternative reality full of crazy arm-wrestling pirates called I.Cheese and lawyers who cackle like buzzards. It may well become completely insane, but it's worth the risk. The superb voice acting is the icing on a truly droolworthy cake. With comic characterisation worthy of the best cartoons around, you'll find yourself chuckling at your computer far more than is healthy. Might be best to lock the door when you play.

SMOOTH OPERATOR

A point 'n' click adventure without any pointing or clicking? How can this be? Actually, the control system is as smooth as an baboon's butt cheeks. You'll start to wonder how you ever managed all that tedious mouse-manipulation in the past. You still get to chose your replies from lines of text and there are plenty of objects to interact with at every location, but it's all done with a few quick key presses rather than a lot of mouse dragging. Even better, it doesn't take a monster PC to run (200Mhz is fine, 266Mhz is recommended), which comes as something of a relief in these days of power-hungry games.

HAPPY CHRISTMAS, PC

Give yourself and your trusty computer a Christmas treat by investing in *Escape From Monkey Island*. There are loads of great games out at the moment, but this is up there with the best. It's truly satisfying to see such a legendary series get the 3D treatment and come out more vibrant and vital than ever. Of course, if you only like shooting people, this is not the game for you, although Insult Sword Fighting can be almost as satisfying as a well-aimed headshot. The perfect way to keep spirits soaring through the dark days of Winter.

computer and video Games
★★★★

COST: **£34.99**
OUT: **NOW**
MULTIPLAYER: **NO**

Danger Girl is a cult US comic book series featuring three sexy babes who can handle their weapons as well as strut their high heeled stuff. Perfect, then, for the gaming world where well-endowed action chicks are always a red-hot favourite. The question is: is the game any good? Rest assured Danger Girl fans, your darlings have been reproduced in all their top-heavy glory and with a fair degree of wit and style.

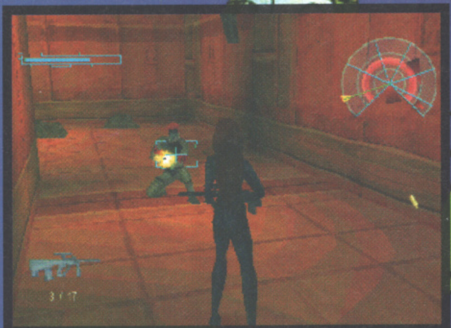
DANGER GIRL

Forget Charlie's Angels, this tasty trio's where the action's at

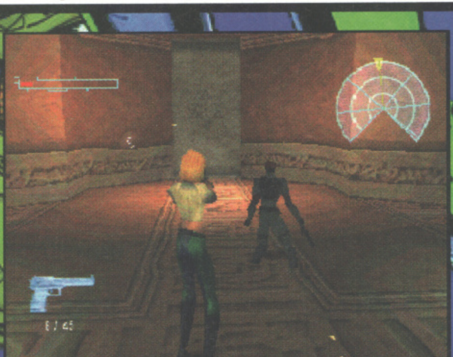
WORDS & SCREENSHOTS: MAURA SUTTON

MEET THE GIRLS

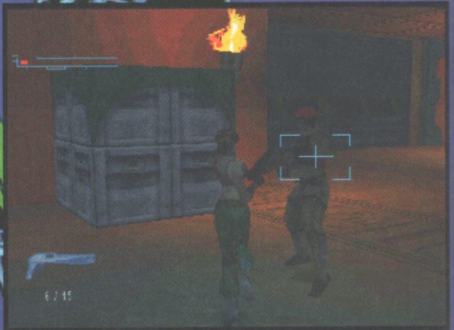
The Danger Girls are a team of gun-toting, gadget fiddling secret agents with cover-girl looks and a neat line in near-the-knuckle banter. Imagine Pamela Anderson's VIP team in comic book form and you've got the idea. These gals think nothing of poppin' heads like ripe melons and blowing kisses at the twitching corpses.



SYDNEY SAVAGE: This catsuit-clad Aussie fox likes to whip her enemies into shape, and she's also the best shooter of the gang



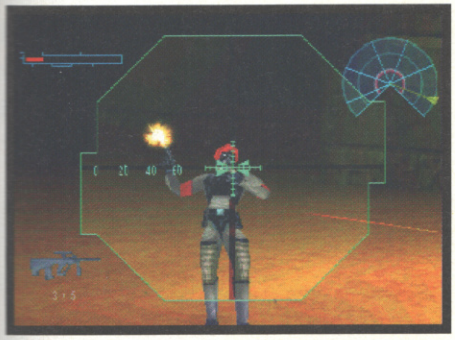
ABBEY CHASE: Abbey's an archaeologist with a silly running style. Don't laugh at her bandy legs too much though, or she'll shoot you



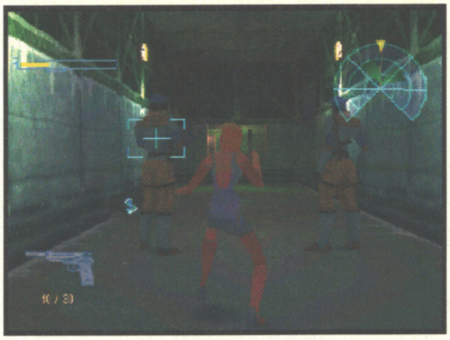
JC: The newest member of the crew, she's an explosives expert who has a habit of chatting up hostages in the heat of battle

ACTIONWOMAN

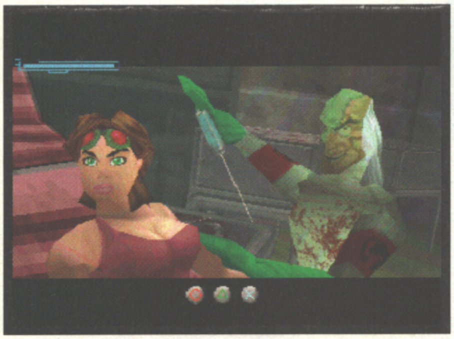
Danger Girl gameplay revolves around standard third-person shooter action where you control of one of the girls and storm through a level firing beefy weaponry at baddies, freeing hostages and solving simple puzzles. Think *Syphon Filter* but with collagen lips and a boob job. Nothing we haven't seen hundreds of times before, but entertaining all the same.



You'll realise early on that progress in *Danger Girl* is almost impossible unless you learn the art of the headshot. But sadly the targeting system is unwieldy and takes lots of practice



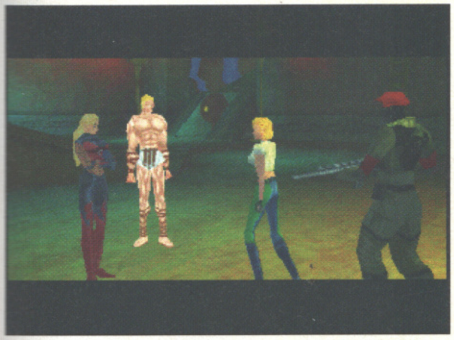
Everyone loves a good sneak and *Danger Girl* has lots of opportunities to stealthily creep up on bad guys and kill them mid-ponder. Here Abbey is hampered by her unsuitable stealth-wear



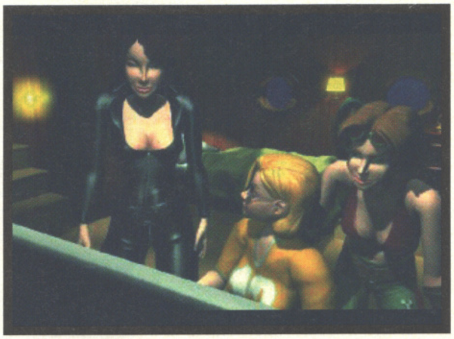
It's not all about sneaking and shooting. There are situations when you have to press a sequence of buttons to escape a cruel and unnecessary death. Check out this cool *MGS*-style torture scene

CUNNINGPLAN

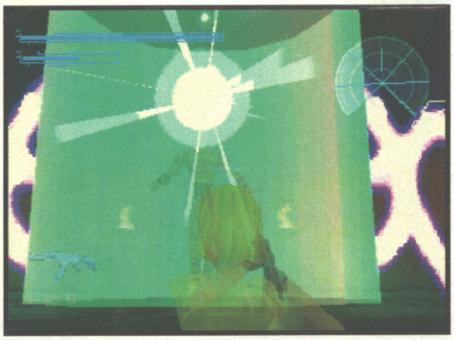
So just why are these ladies of danger wandering around museums in their skimpies and popping complete strangers in the skull? And just who is the strange bearded man who commands them all from his executive yacht? Don't worry, all this gratuitous cleavage and violence is for a cause: these girls are going to save the earth, don't you know?



This scummy lot are members of the Hammer organisation. They are the sworn deadly enemies of the Danger Girls, and they probably won't make it on to our Christmas card list either



The Hammer have discovered how to build the perfect human specimen and it's up to the Danger Girls to stop them before they unleash the evil beast on the unsuspecting world



Too late! The beast has been created, the petrified Hammer dudes have scarpered and now Abbey is left to fight the monstrosity on her own. Excuse us while we hide behind the sofa

> **"Think Syphon Filter *but with collagen lips and a boob job*"**

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Duke Nukem: Time To Kill* (PS), *Syphon Filter 1 or 2* (PS)**

STIFF COMPETITION

Two words for you. SAVE POINTS! Where are they? The single most annoying feature of *Danger Girl* is the lack of even the faintest whiff of a save point in any of the lengthy levels. This means that you'll be forced to endlessly repeat every stage, traipsing past the same old bit of scenery and doing the same old stuff every time you die. Could this be a cunning ploy to make a twelve level game appear longer than it really is? Or could this be a major boob that lets down an otherwise decent game?

AMERICAN BEAUTY

On the plus side, *Danger Girl* does a great job of bringing the colourful, stylised and gag-filled world of the comic book to the PlayStation. Each level starts with a comic book cover, *a la Spider-Man*, and a stunning FMV cutscene to propel the story. The missions see you completing simple objectives by means of stealth or brutal slaughter, the Hammer villains look suitably menacing, the girls look pretty damn hot and the plot feels satisfyingly thick. So what's wrong?

PRETTY ON THE OUTSIDE

Comic book fans will be delighted with *Danger Girl*, but action gamers will be left looking for a little more depth. At times the game is reminiscent of *Syphon Filter*, but it has little of that tactical classic's tension and atmosphere. Hardly a classic but there's enough challenge and charm on display here to provide a few hours of babelicious thrill-seeking. If you like that sort of thing. Which we do.

computer and video Games

★★★

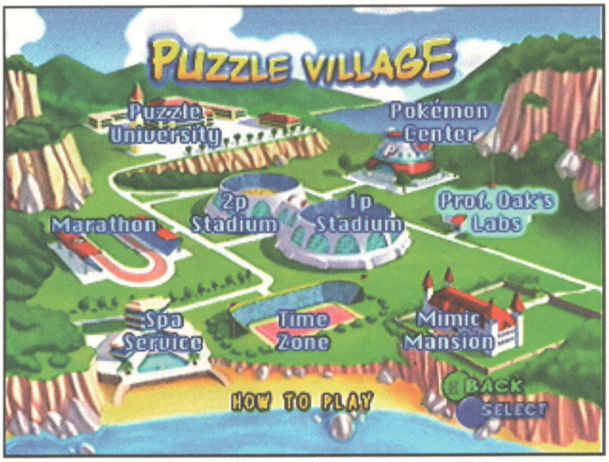
NINTENDO64

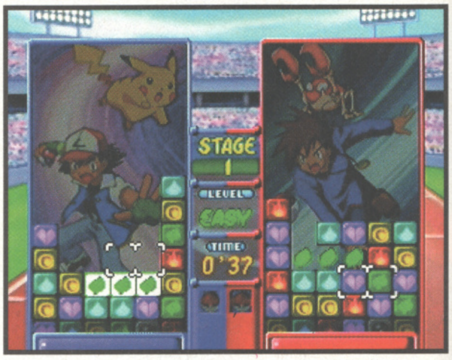
COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **1-2**

POKEMON PUZZLE LEAGUE

Gotta connect 'em all in this classy puzzler

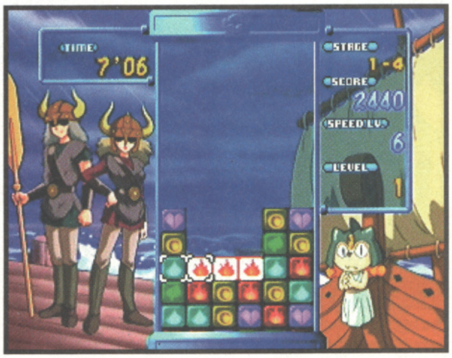
WORDS & SCREENSHOTS: LES ELLIS





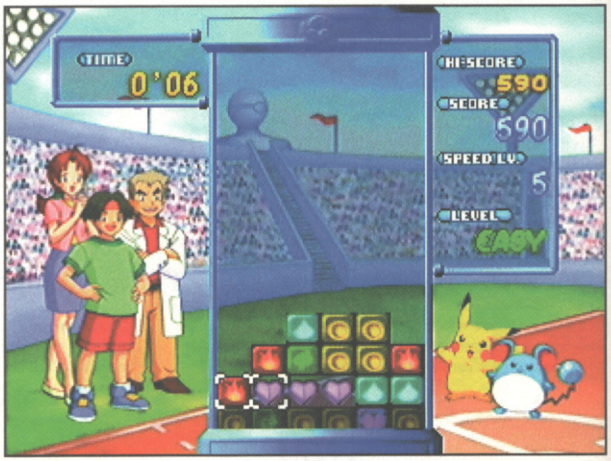
WHAT YOU NEED TO KNOW

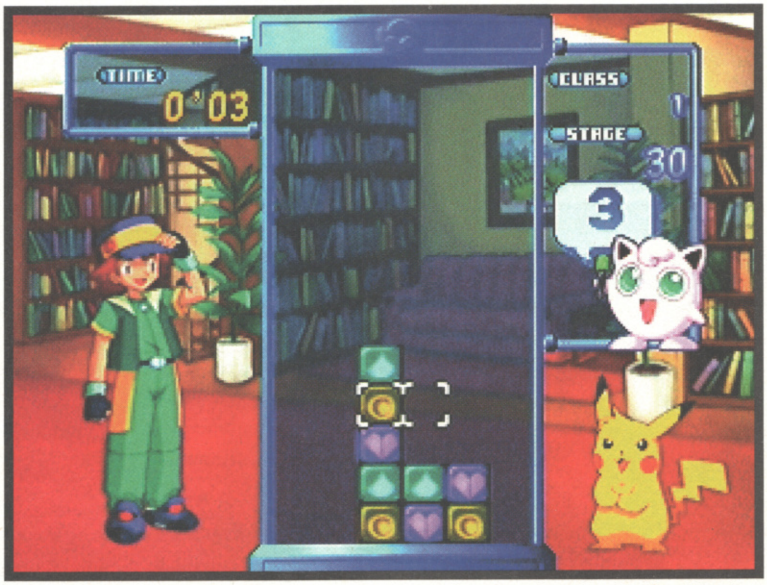
Try this for a more cerebral *Pokémon* experience on your N64. In the finest traditions of *Bust-A-Move*, *Tetris* and *Mean Bean Machine*, Pikachu and chums are entering the realms of the arcade puzzle game. Just lining up a few coloured symbols may hardly seem the most taxing type of game, but neither does collecting a few weird looking creatures - and look how addictive that got. This shares more than just a name with its Game Boy cousin, it's got that same level of addictiveness.



PUZZLE MADNESS

And despite this being fiendishly good as a two-player game, Nintendo have also gone overboard on the single player experience to make sure this is one arcade puzzler that you don't get bored with after a few days. Numerous modes where you get to race against the clock to clear the screen of the blocks, solve various puzzles in a set number of moves or just play an endless game where you survive as long as you can *Tetris*-style, will be more than enough to keep your brain aching for absolutely ages.





Hmm, these guys look cool. Wonder if they've ever appeared in any other games released here in... Outer Mongolia

MENTAL BLOCKS

Just learning the basics isn't enough. Lining up three symbols to make them disappear is straightforward, but you must keep your eyes on what's going on all over your screen to pick up potential four or five-way line-ups, plus multiple simultaneous lines and to make sure you knock single blocks into gaps to stop them reaching the top of the screen. There may not be much going on when you look at it, but one lapse of total concentration and it's Game Over. What's more, you always feel that you're just about to totally lose it, which gives the game that extra edge.

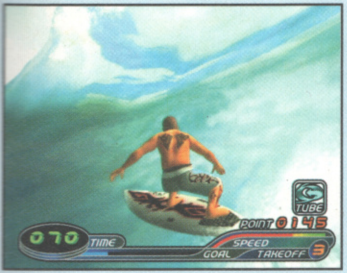
WORTH PLAYING?

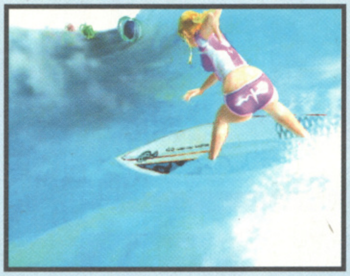
A two-player game that refuses to let you stop playing until you get your own back on a mate for daring to beat you makes *Pokémon Puzzle League* well worth having. But there are also so much on offer in the one-player game that it's a great all-round package. Even if you're not into the whole Pokémon phenomenon, you're safe with this because it's a solid arcade puzzler in it's own right - the Pokémon graphics will just widen its appeal to about 100% of Nintendo owners. One of the best arcade puzzlers of the last few years.

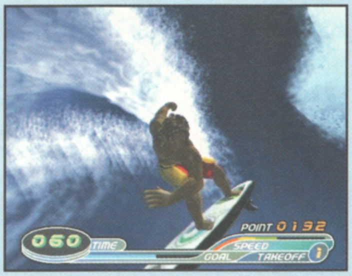
computer and video Games

★★★★

IF YOU LIKE THIS TRY THESE...
Tetris (GB), *Bust-A-Move* (PS), *Ballistic* (PS)







PS2

COST: £39.99

OUT: NOW

MULTIPLAYER: **1-2**

SURFING H30

WORDS & SCREENSHOTS: LESMOND ELLIS

Breaking waves smellier than breaking wind

WHAT YOU NEED TO KNOW

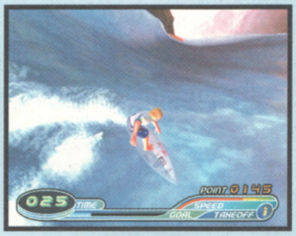
It's not often that a game hits C&VG Towers that takes us quite a while to get to grips with the controls. It's an even rarer event for us to wish that we hadn't bothered making the effort as the end result is such a disappointment. Surfing is supposed to be cool – so why is *Surfing H30* more uncool than wearing your dad's cardigan and kipper tie to a school disco?

BEACH BUM

For a start there's a distinct lack of gameplay. Ride a wave, pick up a few balls and do the odd trick. Wow. But when the next few levels do the same, only with slightly different coloured water you start to realise that it isn't going to be long before you've seen everything this extremely limited title has to offer. The chance of unlocking new surfers by doing it again and again is no real reward. As for the tricks, well if they were as exciting as *Tony Hawk's* or *Matt Hoffman* then it would add an extra dimension to the game. But sadly they're not, so it doesn't.

WORTH PLAYING?

Water that looks like kids' building blocks and horribly pixelly wave breaking effects aren't the graphics that you want to see in a PS2 game. Weak gameplay and annoyingly woolly and imprecise controls that focus on the analogue sticks hardly give you the kind of emotional experience that Sony promised us either. In fact, the only emotions we had with this were disappointment, then intense anger, then a strong urge to smash joypads into the screen. A good candidate for the worst PS2 game we've seen so far, and somebody will have to pull out all the stops in the future to come up with something to beat it in the atrocious stakes. We've got better things to do like eating dog dirt.

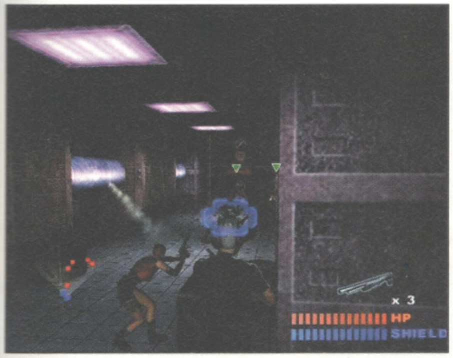


Check the fab visuals. Oops, wrong game

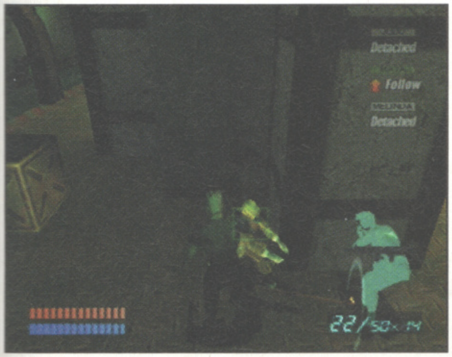
computer and video Games

★

IF YOU LIKE THIS TRY THESE...
Tony Hawk's 2 (PSX), *Dave Mirra BMX* (PSX)



Although it moves nice and smooth, at first you could be mistaking this for a PS1 game in action. It doesn't push many boundaries



There are some nice touches in the gameplay but mostly half-boiled

X-SQUAD

Shouldn't be allowed out of its X-box

WORDS & SCREENSHOTS: LES ELLIS

WHAT YOU NEED TO KNOW

There should be laws against taking great potential and peeing it away down a drain somewhere in development land. *X-Squad* is a game that falls somewhere between *Metal Gear Solid*, *Operation Winback* and *Fighting Force* with the *FF* influence being the dominant one. Which is where things start to go wrong. You can have all the graphical touches, tactical shooting and 3D exploration that you want, but when it's handled as clumsily as this, the most you'll get is X-tremely annoyed.

SHOW US THE X-IT

All the ideas seem good at first – giving tactics to team members who help you out, buying weapons and items between levels, killing plenty of people. But the tactics system is over-simple, the items list short and combat basic. And when it's all pulled together with the piece of frayed string that is the gameplay, it all starts to turn sour. Short, linear levels, atmosphere spoiling graphical glitches and clumsy controls leave you yearning for what might have been.

PS2

COST: £39.99

OUT: NOW

MULTIPLAYER: **NO**

WORTH PLAYING?

X-Squad is cruel. It could have been so good. All the potential is there. But to have it wasted in some uninspiring gameplay with a whiff of a PC or PlayStation game converted to PS2 half-way through its life borders on criminal. But the lack of excitement and innovation means this unimaginative action shooter will leave you cold.

computer and video Games

★★

IF YOU LIKE THIS TRY THESE...
Metal Gear Solid (PSX), *Operation Winback* (N64), *Soul Reaver* (DC)

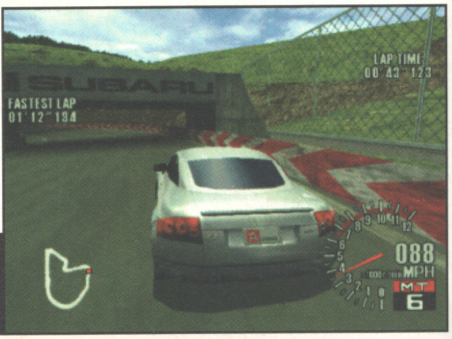
Dreamcast

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **1-2**

SEGA GT

Sega's Gran Chore-ismo

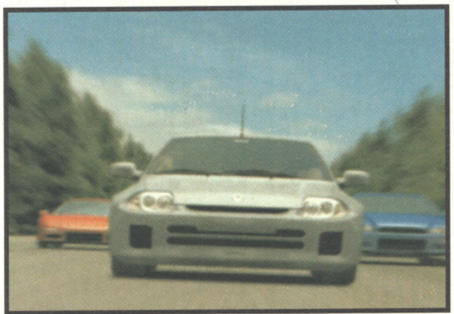
WORDS & SCREENSHOTS: JOHNNY 'THE HAIR' MINKLEY



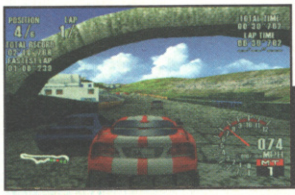
The visuals are pretty classy. Eveything's fairly smooth and fast

WHAT YOU NEED TO KNOW

Sega's much-touted *Gran Turismo* beater has finally arrived after months of hype and speculation, but, alas, fails to set the world alight. With over 100 cars to choose from, 20-odd tracks to race them on, a ludicrous amount of tweakable options, and tons of varied racing modes, the ingredients are certainly there – it just seems to be missing that special 'x' factor, that all great games possess.



It should have challenged *Gran Turismo*. But it just challenges your patience



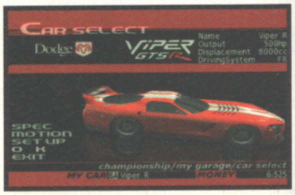
The biggest let down here is the sheer time it takes to achieve anything

DULL AND DULLER

Basic irritations like making menus a chore to navigate don't help for starters. While there's an enormous amount to uncover in the game, it takes such a ridiculous amount of time to achieve anything that you'll be ripping your hair out in frustration as you race the same few courses with the same crappy bangers over and over. Even when you begin to unlock cars and fiddle around under the bonnet, you can't participate in half the races because of one rule or another – aren't games supposed to be fun?

WORTH PLAYING?

If you want *Gran Turismo* on your DC, this is as close as can get for the moment, and *Sega GT* does have much in its favour. Individual cars handle differently, graphics are smooth and pop-up free and there's loads to unlock. There's also a completely insane VMU game where you train a driver, Tamagotchi-style. But despite all these positives, you need to be a total car-nut with an inordinate amount of time on your hands to get the most out of this game.



computer and video GAMES

★★★

IF YOU LIKE THIS TRY THESE...
MSR (DC), *Gran Turismo* (PS), *Ferrari 355* (DC)

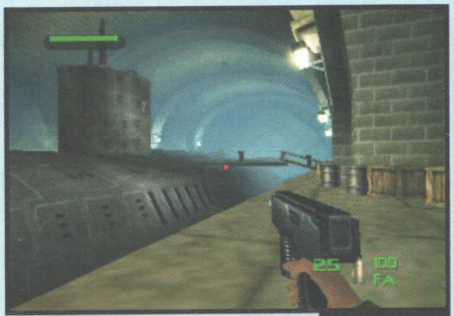
THE WORLD IS NOT ENOUGH

WORDS & SCREENSHOTS: LES ELLIS

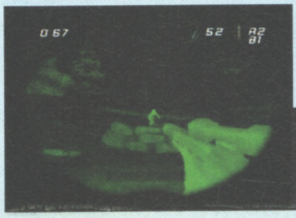
Good, but not quite Perfect

NINTENDO64

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **1-4**



Most scenes in the movie have been included in some form



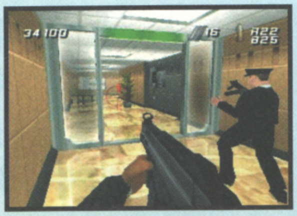
Night vision is one of the wicked gadgets you get to use along the way

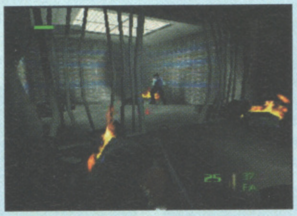
WHAT YOU NEED TO KNOW

When MGM took the Bond licence back, everyone assumed that because Rare wouldn't be doing the next N64 Bond game that it would be rubbish. Rare had done *Perfect Dark* and there was no way they could match that, surely? Well no, this follow-up to *GoldenEye* isn't as good as *Perfect Dark*, but it's a bloody close contest with just a few minor flaws stopping it from topping the last Bond outing on N64.

THE NAME IS BOND

Despite taking some diabolical liberties with the movie plot (the boat chase turns into a bit of a run through a warehouse and a fight on the tube) and some terrible voice acting (awful Pierce Brosnan impersonation), this still rates as one of the top movie licences on all formats, *GoldenEye* being number one. There's plenty of gunplay, plenty of gadgets and most important of all, plenty of terrorists to fill with lead. These also lead to the only real flaw though – unlike *GoldenEye* where you could use skill and evasion to avoid being shot, in *TWINE* you take a lot of hits that you can do nothing about. Not so important on the Agent level but get to 007 and it really takes a toll.





WORTH PLAYING?

It's still a damn fine shoot 'em up and an example of a rare breed – the good movie licence, and with better controls and graphics is superior to the PS version. The selection of weapons and gadgets means there's always something new to see or use and the movie plot keeps things interesting right the way through – there are no real weak levels. If this is the N64's last Christmas, then send it off with a bang with one of the best first-person shooters on the machine. It ain't *Perfect Dark*, but it comes pretty damned close.

computer and video GAMES

★★★★

IF YOU LIKE THIS TRY THESE...
Perfect Dark (N64), *Alien Resurrection* (PSX), *Half Life* (PC)

PROJECT IGI

More wide open spaces than a hiking guide

WORDS & SCREENSHOTS: MAURA SUTTON

PC CD ROM

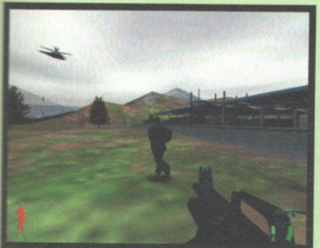
COST: **£29.99**
OUT: **NOW**
MULTIPLAYER: **NO**

WHAT YOU NEED TO KNOW

Pull on the combat boots of freelance counter-terrorist David Jones, who must bring Estonian crook Josef Priboi back for interrogation. Lone wolf Jones is aided in the field by Major Anja and her natty spy cameras. Strangely, Jones never gets annoyed when he's dumped in the middle of vast green fields miles from anywhere.

I'M GOING IN

IGI is a glossy FPS which badly wants to be another *Rainbow 6* or *Hidden & Dangerous* but which lets itself down with some strange omissions. Lack of variety, for example. Most of Jones' missions involve him having to storm some sort of military installation or hideout, and perform a couple of tasks such as loading a virus into a computer. Sometimes he hides in a truck or train. And that's it. After a while you start to greet each and every wooden outhouse you come across like an old friend.

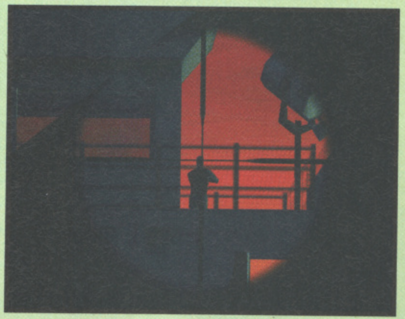


LIE DOWN, YOU'RE DEAD

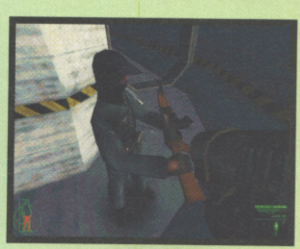
Because Jones is on his own most of the time, there are lots of opportunities for stealth attacks and the best missions let you snipe enemies at a distance. Sadly, you don't get the sniper rifle all the time and are too often left in the middle of a field trying to hide behind a small tree with only a knife, a Glock, a machine-gun and a nervous grin. Which aren't much help when the enemy have already spotted you from miles off and keep getting up after you pumped them full of AK 37 rounds.

WORTH PLAYING?

Despite looking like a gung-ho shooter, *IGI* is much more of a thinking game. You have to carefully plan your entry routes to avoid detection and you're usually so outnumbered that you can't just let rip with all guns blazing. If you're addicted to stealth, you might get a buzz from the high-pressure situations, but the lack of any mid-game save option is hugely frustrating in such an unforgiving game. There are some neat touches, such as absailing your way into the enemy compound and popping heads with that lovely sniper rifle, but eventually you get tired of the same old scenery and the overwhelming odds stacked against you. It's a shame, because the technical wizardry of the expansive game engine is impressive - but that doesn't always make for a compelling experience.



Red sky at night, sniper's delight. Mind that handrail though

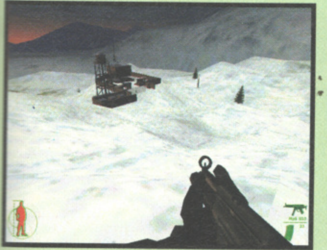


You call that a gun? Now *this* is a gun

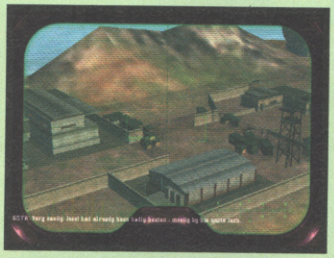
computer and video Games

★★★

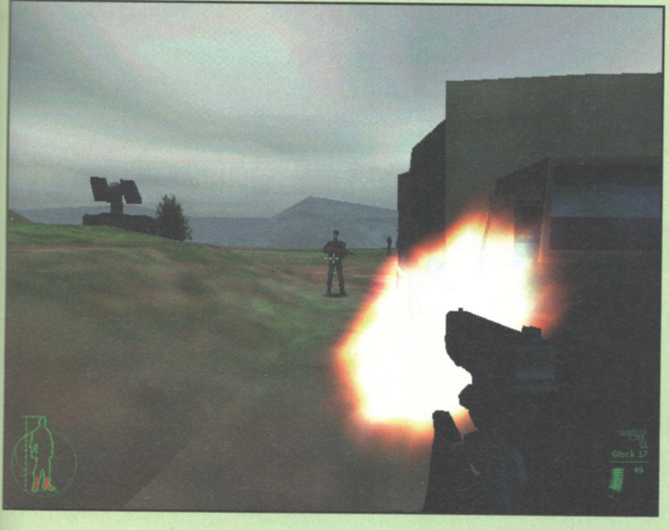
IF YOU LIKE THIS TRY THESE...
Rainbow 6 (PC), *Delta Force 2* (PC), *Hidden & Dangerous* (PC/DC)



Jone's was glad he packed his thermal gloves



Oh goody, another army depot. Here we go again



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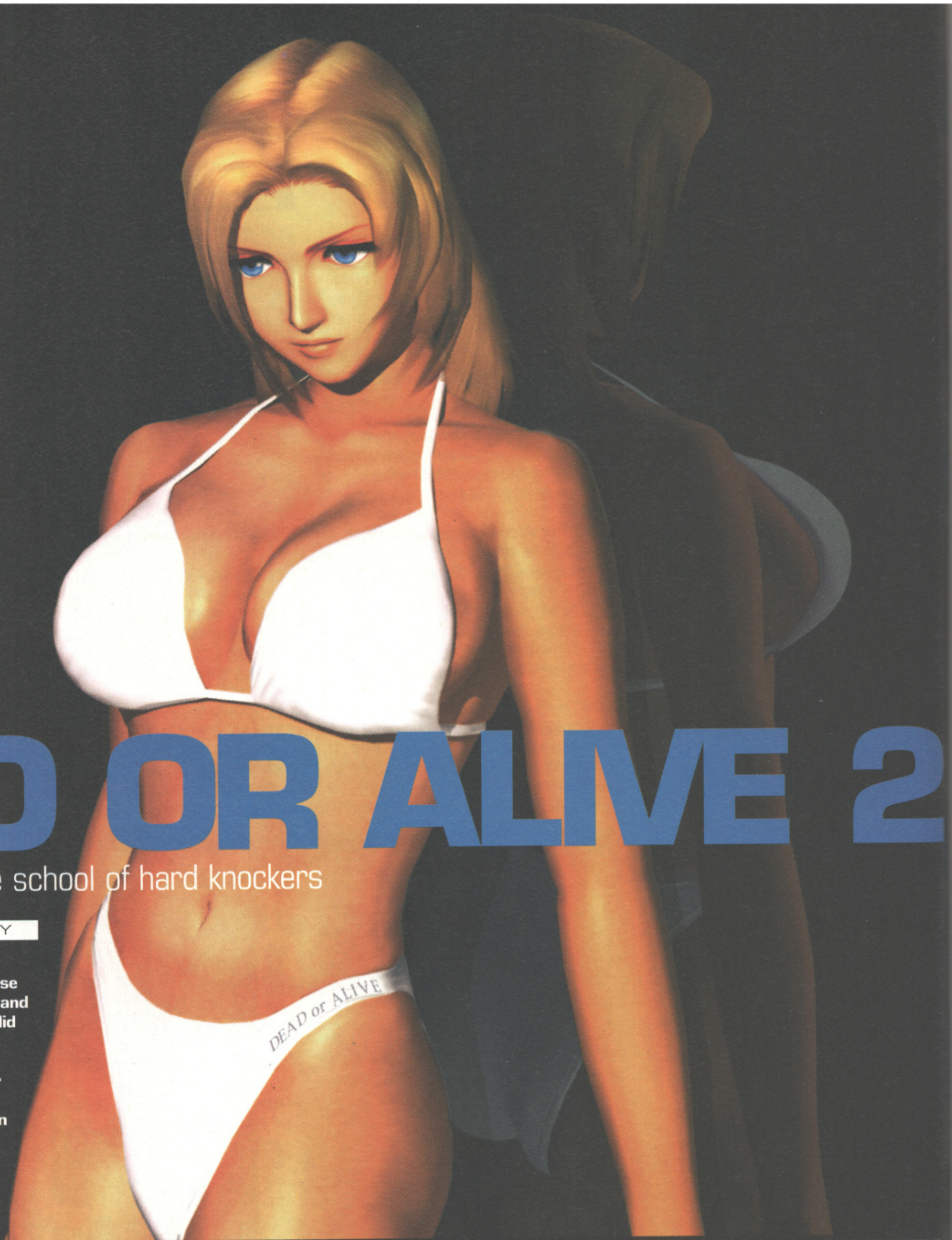
PS2

COST: £39.99
OUT: DEC
MULTIPLAYER: **1-4**



DEAD OR ALIVE 2

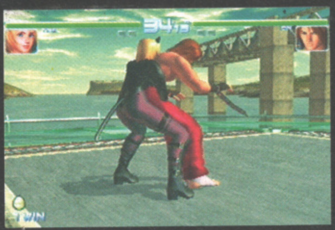
A gorgeous fighter from the school of hard knockers

WORDS & SCREENSHOTS: JOHNNY MINKLEY

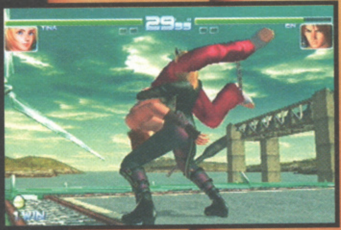
In Telly Land, men are simple, easy-to-please creatures. Put a woman in a low-cut top and push-up bra and we're happy – why else did Denise Van Outen get her own TV show? Some games makers think the same rule also applies in Videogame Land. Take *Dead or Alive 2* for instance. Babes with the skills of Bruce Lee and the assets of Pamela Anderson get it on in a blur of broken bones and bouncing flesh. But unlike the lovely Miss Van Outen, what lurks under this alluring exterior is more than worthy of your attention: this is red-hot gameplay land.

THROW THE FIGHT

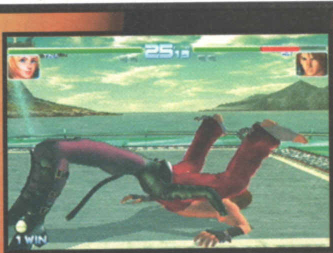
You can punch and kick like an England football hooligan on tour, but if you really want to become a master, you're gonna have to get to grips with the throwing system. There are tons of throws in here and the fact you can circle each other means you can attack your foe from loads of angles giving a massive range of moves.



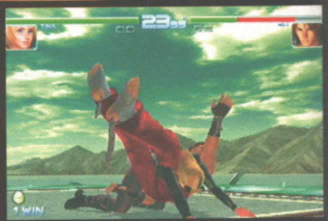
Because the game plays in 3D, you can get behind your opponent and inflict some serious damage



If you really want your foe to suffer, try doing combo-throws. Start with this...



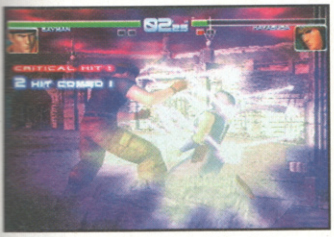
...then press the right combination of buttons and throw them again. But wait, there's more...



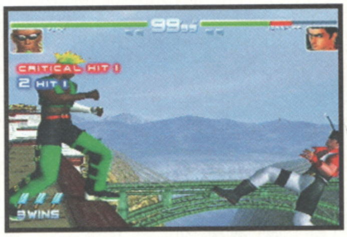
...while they're writhing in agony, punish them with this mid-air press. Thrice the pain

THE GREAT LEVELLER

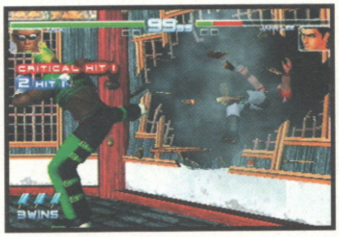
Unlike *Tekken*, *DoA2* allows you a certain amount of interaction with the backgrounds. We're not talking *Power Stone* here, but seeing your opponent go crashing through a pane of glass to thump on the veranda six floors down rocks. The multi-layered stages and interactive scenery add an extra level to the gameplay.



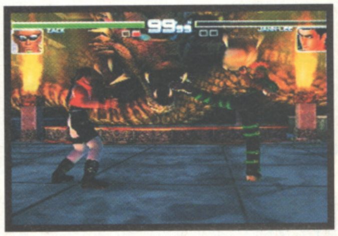
Several levels have some kind of electric fence that you can fry your opponent's ass on



Dragon Hills is one of the multi-layered stages. Knock your opponent of this ledge...



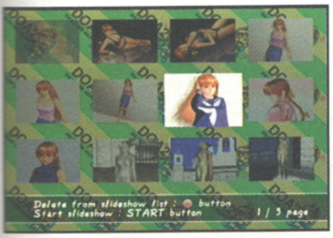
...and you end up down here. Now slap him round the chops a bit and boot him through this wall...



...straight into a pit, with some sickeningly slimy monsters in the background. No, not Westlife

LOADSA MODES

A host of new features and modes of play have been added for the PAL release. The visuals have been tweaked to make everything run that bit smoother with more impressive lighting effects, and there are more hidden characters and costumes to unlock. Check out these options and thank your lucky Western stars.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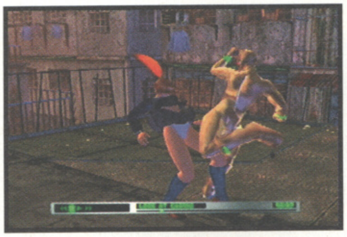
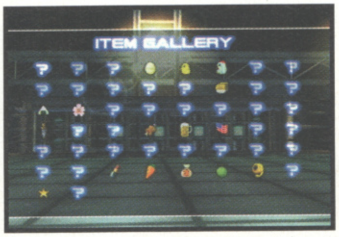
Start slideshow : START button
1 / 3 page

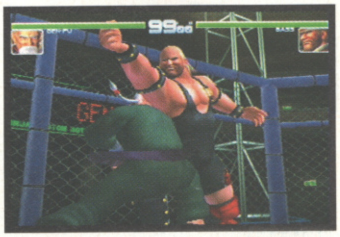
Tag mode features all new arenas and a variety of new 'tag moves' to bamboozle the opposition



You can record your fights and watch them at leisure using a variety of camera angles



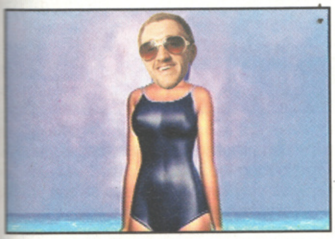
Collecting objects from opponents in Survival mode to unlock new features adds depth to gameplay



Watch mode. Observe two CPU-controlled fighters get it on and look out for new moves

TIT-ILLATE 'EM UP

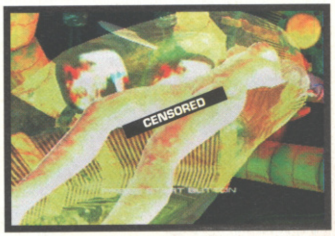
Past *DoA* games have made a point of featuring ridiculously tasty chicks wearing next to nothing kicking seven shades out of each other. And this version certainly doesn't disappoint on the bouncing, battling birds front featuring a veritable cornucopia of voyeuristic delights. An enriching feature or unnecessary filth? You decide.



We see clothes like this at London's Kings Cross daily. There are over 80 tasteful outfits to collect

"Heads, I win." Thank God WWF doesn't have moves like this. Surely a chair would be comfier

If you saw shots like this in any other magazine, you'd need a stool to reach it at the newsagent



Type in REALDEMO and you're treated to this naked and writhing Kasumi in the intro

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

Tekken Tag Tournament **(PS2),** ***Soul Calibur*** **(DC),** ***Fighters Destiny*** **(N64),** ***Tekken 3*** **(PS)**

BEAUTY ISN'T JUST SKIN-DEEP

Titillation aside, *DoA2* is an awesome beat 'em up, and even if you find the bare flesh and bouncing baps a little gratuitous, you'd be foolish to overlook what is a deep and complex fighting experience. The range of moves available is mightily impressive and importantly, the game is easy to pick up and play. The wonderful presentation and wealth of options means beginners will want to dive head-first into the game, and the ease of play will keep you hooked long enough to begin to learn the complexities of the fighting system.

JUGULAR JUGGLERS

Real experts will be able to pull off some amazing juggling combos, and these take time to master. Thankfully the extra features in the PAL version eradicate any long-term question marks as there's so much to discover that you'll keep working on your technique 'til you become a fighting master. *DoA2* is brilliant fun to play, and once it sucks you in, it just won't let go. The learning curve is spot on, and you're going to have to practise until your thumbs bleed and your fingers resemble rotten carrots if you want to beat the game on the tougher settings.

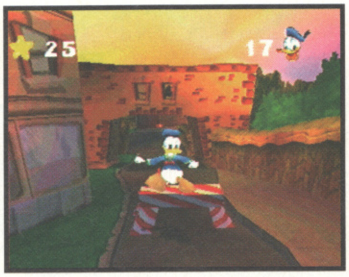
TEKKEN BEATER

DoA2 isn't without its flaws, and that same-old gripe for all 3D fighters applies here, in that button-bashing beginners with luck on their side can still hammer more experienced opponents. But this doesn't detract from the game as a whole. *Tekken* is looking a little tired these days and for all its sheen, gameplay-wise it's basically still stuck in the 2D beat 'em up era. So it's not that big a surprise to find this super-polished PAL conversion is simply a better game than *Tekken Tag* (and better than the Jap *DoA2*). It's more rewarding, crammed with more features and it's a whole lot more fun. While *DoA2* still doesn't reach the heights achieved by the phenomenal *Soul Calibur* on DC, as far as PS2 beat 'em ups are concerned, this reigns. Bountiful babes apart, from a pure gameplay point of view, this is the title fighting-fans simply must own.

computer and video GAMES
★★★★★

PlayStation

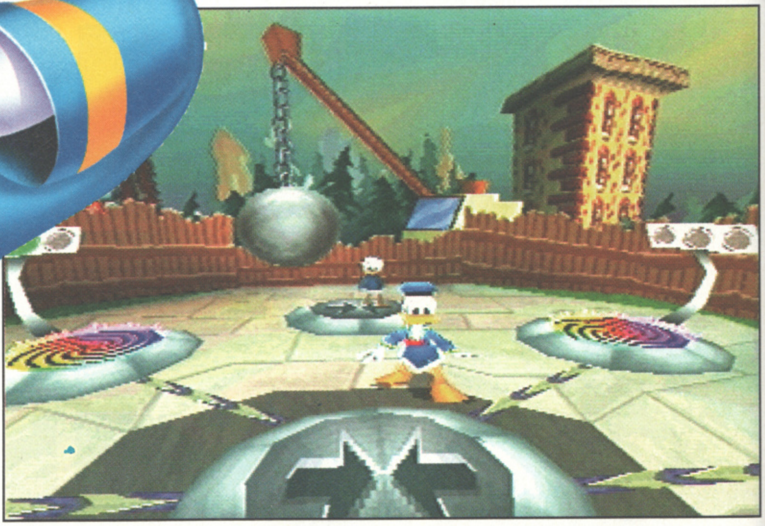
COST: **£29.99**
OUT: **NOW**
MULTIPLAYER: **NO**



DONALD DUCK QUACK ATTACK

A pretty decent platformer to tickle your tail-feathers

WORDS & SCREENSHOTS: LEE SKITTRELL



WHAT YOU NEED TO KNOW

Donald Duck finally gets the gaming adventure he deserves. Old-school platformer *Quack Attack* will be available across all formats before the New Year. Daisy Duck has been kidnapped by evil Merlock and Don and his pals have to save her. The action is linear pseudo-3D platforming in the *Crash Bandicoot* mould, so forget your brain and get ready to go quackers with Donald.

BRILL BOSSES

Each world in the game is split into five sub-sections – four platforming stages and a boss battle. Each of the bosses has an item that'll bring you closer to rescuing Daisy, and fighting these crazed characters is the best part of *Quack*. Treking through the stages up to each battle is fun but repetitive and you'll tire of the run/jump action before long.

ORIGINALITY IS DEAD

There's not a lot original in *Quack* but it is still fun. The game hits you with different challenges on every stage, whether it's a change of viewpoint or a new hurdle to overcome. It uses all the usual tricks in the platform game book but is no less enjoyable for it, and getting to the boss stages is worth the effort. To extend its lifespan you can play through each stage again looking for hidden treats and beating fastest times to unlock new stages to play and new costumes for Donald to slip into.

WORTH PLAYING?

We loved *Quack* for the first few hours but our attention waned after that. It's a polished product and is full of Disney splendour – all the Ducky characters pop up to say "Hi!" – but it is very simple to stomp through. Younger players and those wanting a trip down memory lane will think *Quack* is the duck's whiskers. Definitely worth a beak.

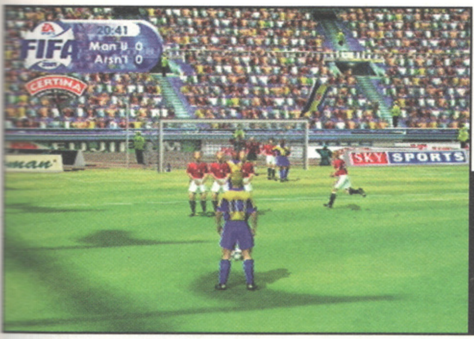
computer and video GAMES

★★★

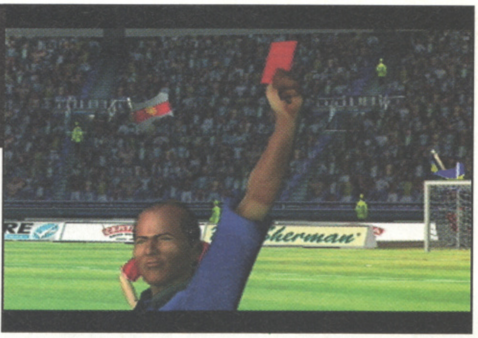
IF YOU LIKE THIS TRY THESE...
Crash Bandicoot: Warped (PS), *Super Magnetic Neo* (DC)

PS2

COST: **£44.99**
OUT: **NOW**
MULTIPLAYER: **1-4**



Seasoned *FIFA* players will feel right at home with the very familiar control system here



This little Hitler looks a bit smug at sending a superstar for an early bath

FIFA 2001

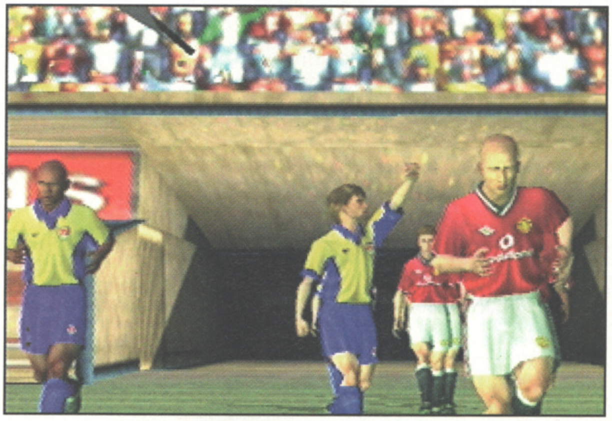
The footy game licence delivers more of the same on PS2

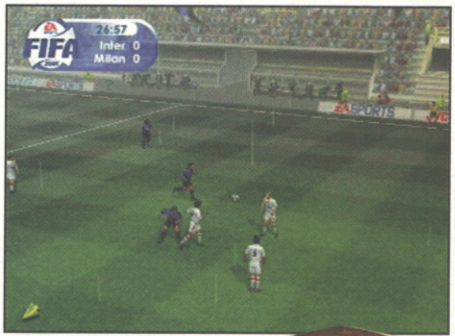
WORDS & SCREENSHOTS: JOHNNY MINKLEY

WHAT YOU NEED TO KNOW
FIFA 2001 is pretty much an exact replica of the PS1 version, save for the graphics. Groundbreaking? Nope. But it's solid and packed with the features and detail we've come to expect from the series – all the top clubs and players, various tournament and training options, and a mean game of football to boot. This time around, players really do resemble their real-life counterparts – enough that you can recognise them from their faces.

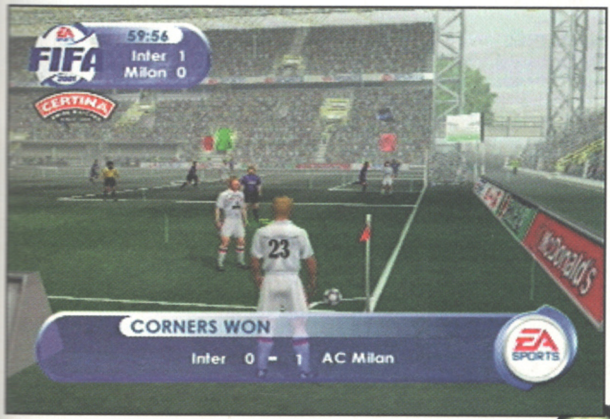
KICKING OFF
The souped up visuals are mighty impressive, and commentary from the legendary John Motson and his camp mate, Mark Lawrenson, is generally excellent. There's nothing better than crippling someone from behind, Vinnie Jones-style, only to be greeted by an exasperated Motty exclaiming, "That's like something out of a horror movie!" Brilliant. There's a stack of swanky moves at your disposal, from Cruyff turns to elbows in the chops. Controls are reasonably easy to pick up, and make for fast and fluid action, but persistent play is also pretty rewarding as you learn to piece complex moves together.

WORTH PLAYING?
This is basically the same as the last *FIFA* only with knobs on so fans know what to expect. The choice between *ISS* and *FIFA* on PS2 is tight and players tend to support footy games like they do clubs – you're either an *ISS* or a *FIFA* man. They both do their thang well but we reckon *FIFA* shades it over the current PS2 *ISS*. And on past form this will fly off the shelves 'cos, well, it's *FIFA* and official licences sell games. However, the real money on what the definitive PS2 footy game will be is on the upcoming *ISS Pro Evolution* sequel on PS2 pencilled in for the coming spring.





All of Europe's top teams are in here – AC Milan, Real Madrid, Peterborough, you name it. And with *FIFA* you can trust the squads to be up to date too

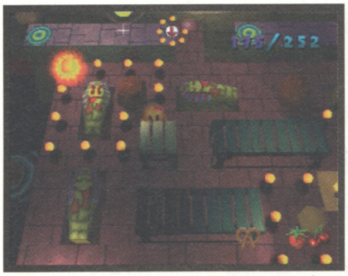


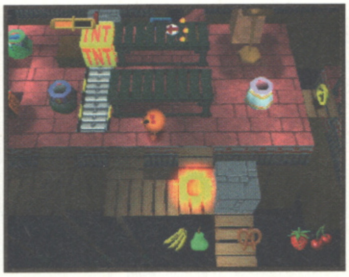
computer and video Games
★★★★

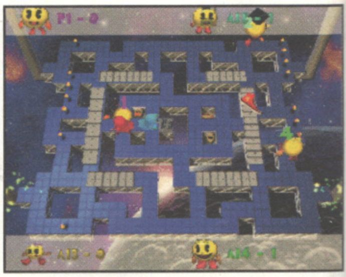
IF YOU LIKE THIS TRY THESE...
ISS Pro Evolution (PS), *ISS* (PS2), *Virtua Striker 2* (DC)

PlayStation

COST: £29.99
OUT: NOW
MULTIPLAYER: **1-4**







MS PAC-MAN MAZE MADNESS

A very bitter pill to swallow

WORDS & SCREENSHOTS: LES ELLIS

WHAT YOU NEED TO KNOW

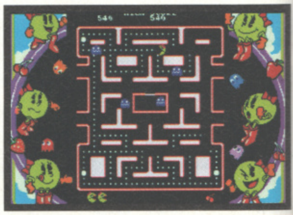
Some old games worked really well when modernised. *Wolfenstein* turned into *Quake 3*, *Pole Position* turned into *MSR* and *Defender* turned into *Wing Commander*. But poor old *Pac-Man*, no matter what they do to get the licence out of flares and kipper ties, it always remains a pill-popping maze game. In this latest incarnation, the classic maze-muncher has had a serious makeover complete with new collectibles, 3D levels and light puzzle elements. But it's still only *Pac-Man*.

WACCA WACCA WACCA

It doesn't take more than two levels before you realise that even with the new elements, this is still doing the same thing over and over. All the old favourites are there like eating power pills before you can chase ghosts, but now you also get to jump, push blocks and blow things up. Despite that, it still feels like a flat 2D maze game when all is said and done. You get the original *Ms Pac-Man* on the disc too, but all this does is remind you how much better things were in the old days.

WORTH PLAYING?

God no. The single player game is easier than winding up your mate's sister plus it's as boring as listening to his mum. The multiplayer is confusing and offers nothing new in terms of gameplay, though it's probably good for getting rid of any mates you don't really like. A disappointing comeback for *Ms Pac-Man* that tries to do too much for its own good and ultimately flounders. It gets an extra star for the original game being on here though – definitely the best bit.



At least you get the original classic on this

computer and video Games

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IF YOU LIKE THIS TRY THESE...
Namco Museum (PSX)

PS2

COST: £39.99
OUT: NOW
MULTIPLAYER: **1-2**

TOP GEAR DAREDEVIL

WORDS & SCREENSHOTS: LES ELLIS

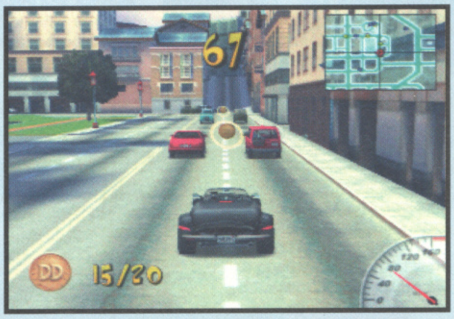
The Anti-Christ of driving games

WHAT YOU NEED TO KNOW

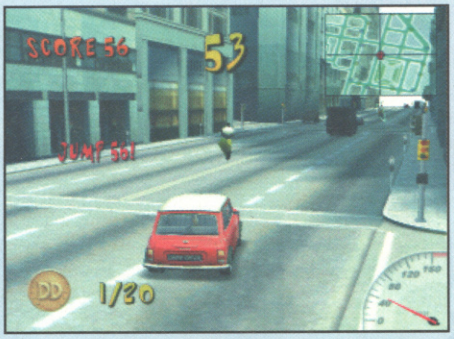
Metropolis Street Racer, *Ridge Racer V*, *Gran Turismo 2*. All examples of heavenly racing games. But for every heaven there's a hell, and *Top Gear Daredevil* is the antithesis of everything those games stand for. They have speed, impressive looks, addictive gameplay and plenty to do to keep you hooked. Only if you're looking for the exact opposite of all that should you try this rust-bucket out.

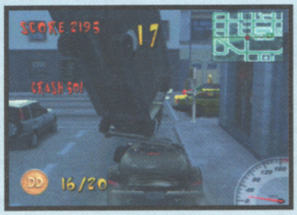
WRITE-OFF

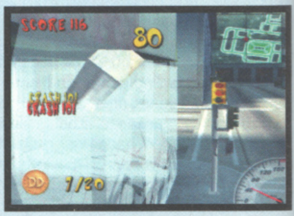
TGD kicks off with some of the worst nightmares ever to come off a car designer's drawing board. The motors handle like combine harvesters and travel with about the same feeling of speed that a steamroller would give you. Driving around London in a Mini may make you chuckle at first and ramming stuff is a good laugh for a whille, but this fleeting feeling of enjoyment is only sustained briefly before the lack of consistency kicks in.



This is one of the sporty numbers you get later on. Drives like a dog





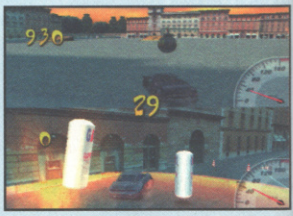


SLOW DOH!

The fact a 2CV can knock over a bus or smash into dozens of other cars is cool, but a single thin lamp post stopping it dead? Oh please. But never mind, you can unlock some superfast sports cars later. Only problem is, they aren't a hell of a lot faster than the old ones.

WORTH PLAYING?

Not even if there was a worldwide ban on every other game on the planet would this be worth playing. Graphical pop-up, iffy cars, weak gameplay, no challenge, dire mission objectives, boring cities – this has it all. A masterpiece of under-achievement.



computer and video Games

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IF YOU LIKE THIS TRY THESE...
A full-frontal lobotomy, electro shock therapy

NO ONE LIVES FOREVER

The joke is on you in this comedy shooter

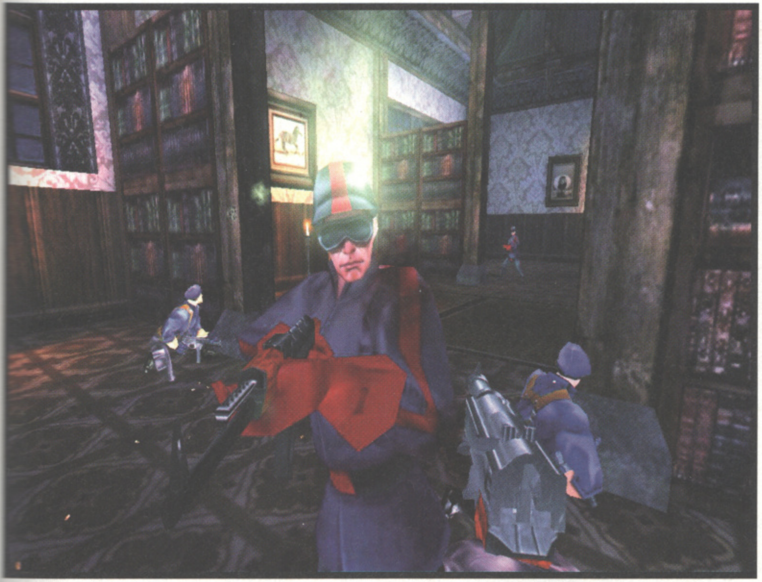
WORDS & SCREENSHOTS: LES ELLIS

PC CD ROM

COST: **£29.99**

OUT: **NOW**

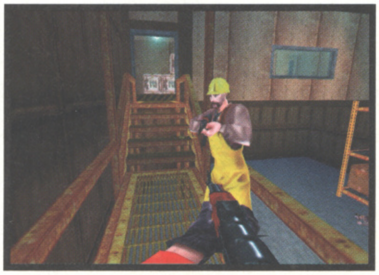
MULTIPLAYER: **1-16**



The visuals ain't bad by any means, but pretty standard fare by today's PC FPS standards. You've just sneaked up on these guys but you'd better pull the trigger before this guy does or you're going to be filled full of hot AK47 lead

Nice tie mate. Yellow suits blood-red

Can we have some more thrills please?



WHAT YOU NEED TO KNOW

NOLF is the game that failed the auditions for the *Deus Ex* job because it kept cracking rubbish jokes and not taking itself seriously. In fact, *NOLF* is *Deus Ex* in a miniskirt in the style of Spy Hard and Austin Powers. Part strategy, part action, part comedy and all first-person. And while it wants to be *Deus Ex* real bad, with all its stealth and gadgets, it falls short of the mark by quite a distance.

OH BEHAVE

You play a British agent trying to find out who's been bumping off all his mates. But the kick-off levels of *NOLF*, which should be the ones that really start to grip you, run the risk of spoiling the game. There's little in the initial gameplay to indicate the stealthy and tactical elements which the game promises. Combined with the crass humour, the whole thing comes across as a kind of comedy *Half-Life*. No avoiding cameras, sneaking past lights or creeping up on guards – just mindless blasting. Get past these stages and gadgets like lockpicks and body-dispersal sprays come into play, adding a needed extra dimension to the game.

YEAH BABY, YEAH!

The missions tend to be very short and the locations are pretty dull too, leading to a quite disjointed storyline. And the humour wears thin after a short while. The weapons are all real, meaning boring handguns and rifles rather than the awesome butt-kickers we know and love from other games. It lacks that exciting atmospheric touch that keeps you on the edge of your seat when playing a classy shooter. Experienced FPS players will zip through it in no time and even FPS rookies shouldn't find too much challenge here.

WORTH PLAYING?

No One Lives Forever is caught in a no man's land. On the one hand, it wants that *Deus Ex* tactical first-person audience, on the other, it wants the straightforward blasting fans, all the while trying to add comedy to the proceedings. The result is a mish-mash of ideas, none of which is strong enough to carry the game. And in the company of such strong titles as *Deus Ex* and *Thief 2* that are doing the rounds, this hasn't got a hope.

computer and video Games

★★

IF YOU LIKE THIS TRY THESE...
Deus Ex (PC), *Perfect Dark* (N64)

PS2

COST: **£39.99**
OUT: **NOW**

MULTIPLAYER: **1-2**

ESPN WINTER X-GAMES SNOWBOARDING

WORDS & SCREENSHOTS: LES ELLIS

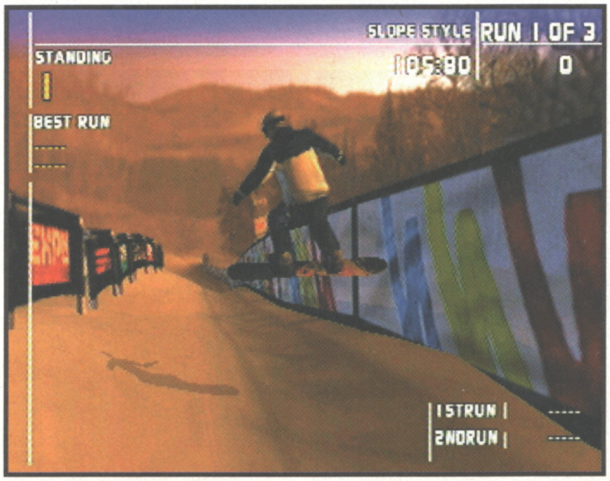
X-Games gets *SSX*-pelled on PS2

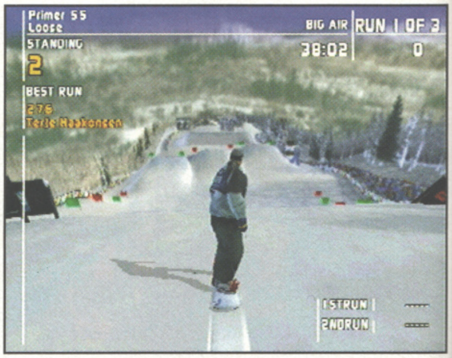
WHAT YOU NEED TO KNOW
Don't get this mixed up with EA's *SSX Snowboarding*. That is fast, exciting, breathtaking and full of treats. This isn't. *SSX* made you gasp as you caught big air to pull off tricks. This won't. *SSX* gave you a real feeling of speed when you were rushing down mountains. This won't. *SSX* had jaw-dropping graphics that showed what a PS2 can do. This doesn't. *SSX* had spot-on controls that really left you feeling you were one with your board. This doesn't.

SLIPPERY SLOPE
Indeed, if it wasn't for *SSX*, this wouldn't seem quite so weak. There are a few different modes and plenty of tricks to learn, but there's no reward. When you put the pad down you don't feel satisfied. It would be like snogging a Spice girl only to find out it was Sporty. The control system is a generally irritating, steering causes problems and stunts have no point in the downhill races. At least in *SSX* you were rewarded with extras for bothering to take the time to learn the game.

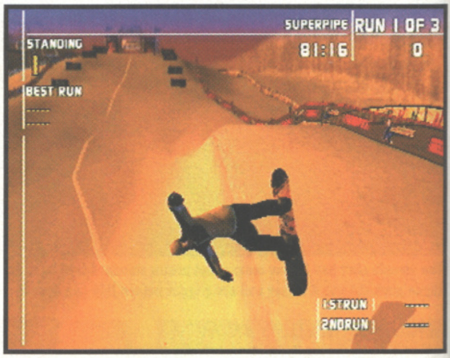
BOARD STUPID
With uninspiring courses that hardly drive you to explore the boundaries and simple, uneventful action, this isn't doesn't get the adrenaline flowing. It may be more of a sim than *SSX*, but it's nowhere near as playable or fun, and with *SSX* providing all the thrills, even hardened boarders will want to experience the rush of that over this.

WORTH PLAYING?
The only real rush you'll be feeling with *X-Games Snowboarding* is one of slight nausea when you realise what you could have bought in *SSX* instead. Graphically it's okay, but it's strictly no-thrills approach to the action really is a huge mistake. Hardly a great advertisement for what the PS2 can do. *X-Games* it may be, but there's something out there which is far *SSX*-ier to play and you should go for that first.

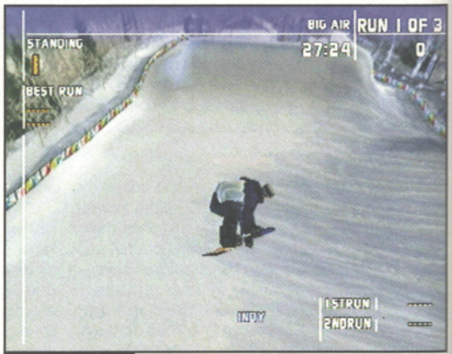




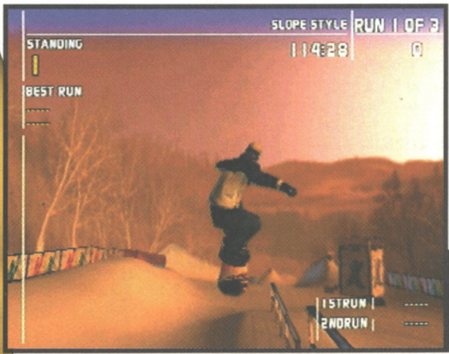
Graphically pretty average for a next-gen title. Nice shreds, dude



Lee dreamt he was skiing over a giant Magnum on an ice-lolly stick



Look officer, isn't this new Ski-Straight-Down-A-Mountain breath-test *too* rigorous?



Just how many times *can* you fit the word 'run' on-screen in a snowboarding game?

computer and video Games
★★

IF YOU LIKE THIS TRY THESE...
SSX (PS2), *Cool Boarders 4* (PS), *Snoboard Kids* (N64)

There are pitifully few goal celebration animations in here. Change the record please, guys

A quick bash on one of the trigger buttons can cause an incredible turn of pace. A bit *too* incredible

Dreamcast

COST: £39.99
OUT: NOW

MULTIPLAYER: **1-4**

UEFA DREAM SOCCER

It's not just a man's game

WORDS & SCREENSHOTS: JOHNNY MINKLEY

WHAT YOU NEED TO KNOW

Virtua Striker 2 may be a great quick-fix arcade game but without *ISS* and *FIFA*, the Dreamcast has yet to be furnished with a great simulation of the beautiful game. *UEFA Dream Soccer* is a sequel to the *Sega World Wide Soccer* series, featuring an array of novel game modes, including Time Attack, in which you must score as quickly as possible, and Gender Challenge, (yes, it really is called that,) allowing for the inclusion of female players. Add to this your usual selection of tweakable options and teams from around the world.

PLAY LIKE A GIRL

UDS has many things in its favour. Controls are easy to pick up and logical letting even novices pull out tricks. The range of modes is also good and results obtained from certain options such as Time Attack, can be uploaded onto the Net. There are several flaws, however, which let the game down. Players are often slow to respond to your controls, which can make shooting a pain, plus tap the dribble button and watch your player perform a ludicrous turbo-boost, totally undermining any sense of realism.

WORTH PLAYING?

On top of this, we have dull commentary, repetitive cut-scenes, and although keeper AI is improved, the overall difficulty level is a little too easy. Nevertheless, in spite of its faults, *UDS* still manages to be entertaining and fun, especially in multiplayer. It's certainly no *ISS* or *FIFA* beater, but on the quality footy game-starved DC, it manages a respectable kick around the park. Original game modes and online functions are definitely positive steps in the right direction, but, alas, *UDS* falls short of providing classic football action.

Be the boys against the girls. Don't lose

computer and video **Games**

★★★

IF YOU LIKE THIS TRY THESE...
ISS Pro Evolution (PS), *Virtua Striker 2* (DC), *FIFA 2001* (PS2)

ALEX FERGUSON'S PLAYER MANAGER

WORDS: JOHNNY MINKLEY **SCREENSHOTS:** ANCO

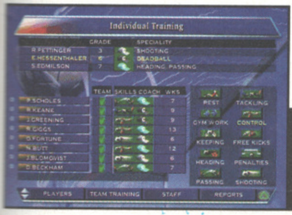
Sorry Fergie, your footy's flawed

PlayStation

COST: £29.99
OUT: NOW

MULTIPLAYER: **NO**

With Barthez and Bosnich up front we still won games



Get your training regime right or pay the consequences with unfit players

WHAT YOU NEED TO KNOW

In a world without *Championship Manager*, console owners have always had to settle for second best with footy manager sims. *AF PM* attempts to right this wrong with incredible attention to detail, up-to-date stats on over 7000 players from around Europe, and a staggering range of options to fiddle with, from designing your own set-pieces, to putting individual players on special training regimes. And all this is accessed through an extremely user-friendly interface.

PLAY THE WAITING GAME

There's a lot of detail in here. Don't vary your squad's training program, and they'll be complaining of boredom before long. If a player's 'spirit' is low, it will affect their performances. Hold down R1 while watching a match and you can visibly alter the shape of your squad, adapting them to deal more effectively with the opposition.

There are, though, a couple of major flaws. Firstly, our review code suffers from frequent and excruciatingly long loading times begging the question whether this type of game is suitable for consoles like the PS.

WORTH PLAYING?

A further disturbing flaw is uncovered when you rearrange squad members. Choosing Man Utd, we put Barthez and Bosnich up front with Andy Cole in goal. We beat West Ham 3-1, Barthez netting a brace. This completely undermines the realism the game seeks to achieve. What's the point struggling to be a great manager if you can stick your goalie up front and win games? True, other management games suffer from this, but *CM* rightly punished such farcical team choices. That aside, this is a decent and rewarding sim. But such a profound flaw may well put many people off.

There's shed loads of info to be checked

computer and video **Games**

★★★

IF YOU LIKE THIS TRY THESE...
LMA Manager (PS), *Championship Manager '00/01* (PC), *Premier Manager '99* (PS)

COST: £29.99
OUT: NOW
MULTIPLAYER: **1-2**

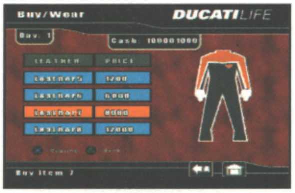
DUCATI WORLD

One game, two wheels, three stars

WORDS & SCREENSHOTS: JOHNNY MINKLEY

WHAT YOU NEED TO KNOW

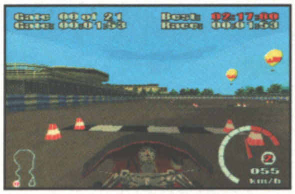
Based on the Ducati range of racing bikes, *DW* offers a huge array of authentic machines, past and present, and a myriad of tweakable racing options. The bulk of the game takes place in the Ducati Life mode. It's essentially a Career mode, where you can pass various *Gran Turismo*-esque driving tests, and buy or sell related gubbins like bikes and helmets.



Buy/Wear
DUCATI LIFE
Day: 1
Cash: 100001000

LEATHER	PRICE
Leathers5	1200
Leathers6	6000
Leathers7	8000
Leathers8	17000

Buy item ?



BET YOUR BOTTOM DOLLAR

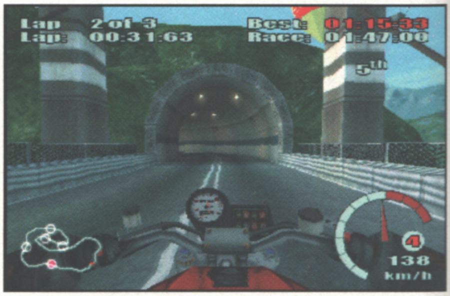
Among the playing options is a cool Challenge mode that lets you bet your bike on a race – especially fun in two-player. In-game graphics are a little bland with some dodgy clipping in our review code, but it runs remarkably fast. Played in first-person on a powerful bike, we're talking heart-pumping action. The fact it tries to be a simulation causes problems. The controls leave little margin for error, and it's too easy to crash. More realistic perhaps, but not more fun, and the casual gamer will be frustrated.

WORTH PLAYING?

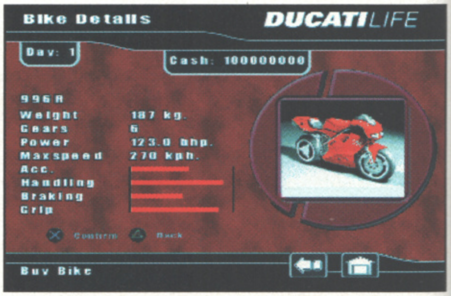
The main drawback is you can only race against four other bikes in one-player, and these tend to group together, making for dull races – a pity considering the effort they've put into making it run so swiftly. If you're obsessive about all this bike mularkey then it's worth a look, as you'd be more likely to dig deep and get the most out the game. There are just too many niggling faults to make it a truly enjoyable experience for most of us, though.

computer and video Games
★★★

IF YOU LIKE THIS TRY THESE...
Gran Turismo 2 (PS), *Ferrari 355* (DC), *Excitebike 64* (N64)



A bit rough round the edges but moves like a rat up a drainpipe



Bike Details
DUCATI LIFE
Day: 1
Cash: 100000000

996R
Weight 187 kg.
Gears 6
Power 123.0 bhp.
Maxspeed 270 kph.
Acc.
Handling
Braking
Grip

Buy Bike

COST: £29.99
OUT: NOW
MULTIPLAYER: **NO**

THE GRINCH

He's hairy, he's scary, he's also Jim Carey

WORDS & SCREENSHOTS: JOHNNY MINKLEY

WHAT YOU NEED TO KNOW

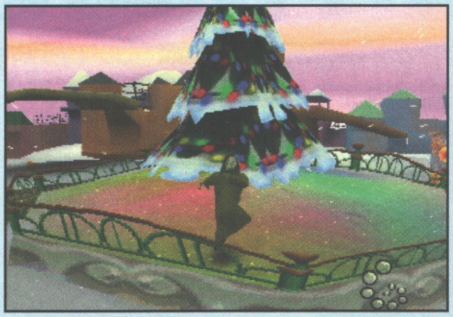
The Grinch is based on the movie of the same name out this Xmas, starring that loveable rogue/pain-in-the-arse, Jim Carey. You play the eponymous villain and must prance around a *Spyro*-esque 3D-world, squashing pressies with your fat, green, hairy arse and completing loads of tasks with the sole aim of ruining Christmas for all and sundry. You can control either the griping Grinch himself, or his faithful hound, Max, who has the added ability to crawl into small spaces.

CHORE FLAW

Diverse missions to complete in each section of Who-ville include defacing posters of the Mayor, and killing Xmas trees with your fetid breath. These are all clever and differ a fair bit but the sheer frequency with which you must perform each task is a chore. Repeatedly wandering levels to complete a task for the umpteenth time soon proves tedious. A map or direction indicator would've helped here and it's not always clear how to perform a task in the first place.

WORTH PLAYING?

In spite of this, though, *The Grinch* is actually fairly addictive and reasonably fun. The graphics are colourful and well-animated, there are some excellent puzzles to solve, and the range of gadgets to collect (such as a Grinch Copter and a rotten egg launcher) is cool. It's just sad the task completion element is so repetitive that it becomes more irritating than entertaining. That said, even if the film turns out to be cheesy pants, the game's still worth checking out if you're sick of *Spyro*.



computer and video Games
★★★

IF YOU LIKE THIS TRY THESE...
Spyro: Year of the Dragon (PS), *Rayman 2* (DC), *Mario 64* (N64)

COMPETITION

We've ten copies of Warner's animated movie, 'How The Grinch Stole Christmas!' to give away – guaranteed Jim Carey-free. To win one, answer the following question and send a postcard marked 'Grinch' to the usual address:

What's The Grinch's faithful dog called?

A/ Fido
B/ Max
C/ Sarah Cox

CHICKEN RUN

Cluck me, this christmas turkey is fowl

WORDS & SCREENSHOTS: LES ELLIS

PlayStation

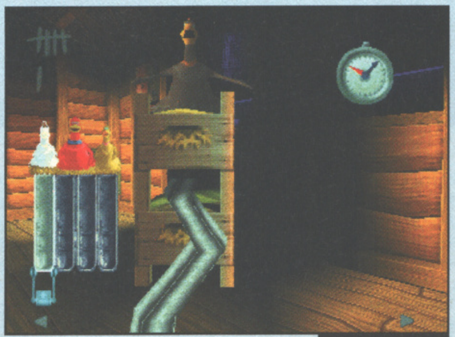
COST: **£29.99**
OUT: **NOW**

MULTIPLAYER: **NO**

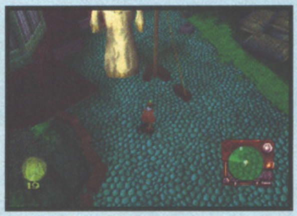
WHAT YOU NEED TO KNOW
Chicken Run the movie: a great success that made millions laugh for weeks. *Chicken Run* the game: should do the same, yeah? But hang on, the movie was out months ago so why the wait for the game? You'd think they'd want to cash in on the film, but maybe there's something to hide? Surely this isn't another weak licence?

ROASTED
The main game has you exploring the confines of the farm looking for items to help you escape. All this pecking round the place, firing brussel sprouts at dogs and making discoveries to open up new stages has almost nothing to offer. The gameplay is limited, with you just running around like a headless chicken. Luckily this tedium is broken up by a series of subgames featuring all the plasticine stars from the movie. Unluckily, these too are dour affairs about as fun-packed as an arsenic tablet. Like the turgid task of feeding the chickens while trying to collect the eggs that they lay at the same time. What larks. Mum's recipe book says when you cook a chicken you should give it 20 minutes for every pound – which is a lot more time than the amount of gameplay you'll get for every quid you spend on this. The stages may look different at first but the objectives are the same. And while the graphics are cute enough to appeal to younger players, the gameplay is bad enough to appeal to no-one.

WORTH PLAYING?
If you're an insomniac yes as this"ll send you to sleep faster than an Election Special edition of Panorama. The lack of action, dull gameplay, awful voice talent and distressing music will send you diving for the off button in seconds.



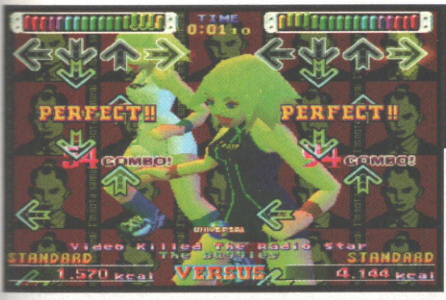
This is one of the subgames you get to play. It's clucking awful



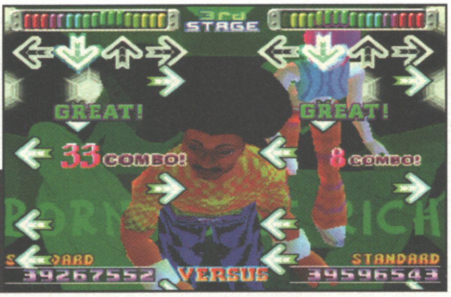
computer and video Games

★

IF YOU LIKE THIS TRY THESE...
Metal Gear Solid (PS), *Tomb Raider* (PS/PC/DC)



The chicks go for a dance-off at Video Killed the Radio Star. Spectators can watch the dancers' bits jiggle



This guy with the 'fro is a dude but you'll be lost in the action when playing and won't notice

PlayStation

COST: **£29.99**
OUT: **NOW**

MULTIPLAYER: **1-2**

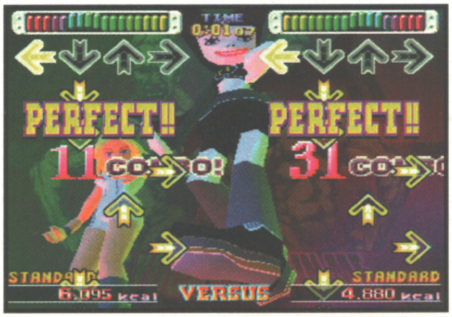
DANCING STAGE EURO MIX

Come on Europe, join the revolution

WORDS & SCREENSHOTS: LEE SKITTRELL

WHAT YOU NEED TO KNOW
After a few tries at this incredible rhythm-action extravaganza you WILL be Lord of the Dance. *Dancing Stage* lets you jive, shimmy and stomp in time to cheesy pop, bangin' hardcore techno and everything in between. As the arrows pass up the screen you have to match their direction and timing as they hit the top with your pad or mat. Simple in concept, sweatily strenuous in practice.

XMAS BINGE BURNOFF
You'll need two dance mats to get the best from this. Without them, you'll blast through even the most challenging stages with ease and miss out on the riotous fun that is two-player dance action. The only feeling that comes close to successfully stomping that mat in time to the music is shaking your *Samba* maracas, though getting massive combos and clearing the tougher stages in *Dancing Stage* is way more satisfying. Plus you get the fearsome Workout mode to help you sweat off all those Christmas calories.



WORTH PLAYING?
Dancing Stage isn't for everyone: you need to be willing to risk looking a fool on the mats as you learn the steps. For those willing to shed their inhibitions and get groovy, this is a game that will not only provide laughs with mates and prove a party favourite, but also has some golden oldies to keep mum happy too. Go on, let it into your life.

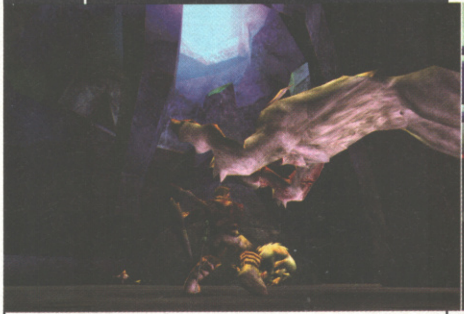
computer and video Games

★★★★

IF YOU LIKE THIS TRY THESE...
Beatmania (PS), *Samba De Amigo* (DC), *Vib Ribbon* (PS)

PC CD ROM

RUNE



£29.99 **OUT NOW**

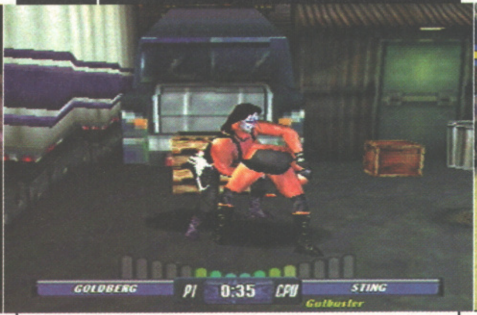
WHAT YOU NEED TO KNOW
This is a running, jumping, exploring, fighting 3D adventure along the lines of *Tomb Raider* and *Heavy Metal Fakk 2*. Less emphasis on platforming makes for more hack and slash, though there are some interesting gameplay twists like plants you think are scenery snatching your weapons. Big Viking blokes swinging huge swords is more impressive than a skinny old bird running into walls any day.

WORTH PLAYING?
With a PC that can hack it, this lush-looking arcade adventure breathes some new life into an otherwise rather tired genre. It may lack the instant appeal of *Tomb Raider* but stick with *Rune* and within its depths lies a solid action-orientated slasher game.

★★★

PlayStation

WCW BACKSTAGE ASSAULT



£39.99 **OUT NOW**

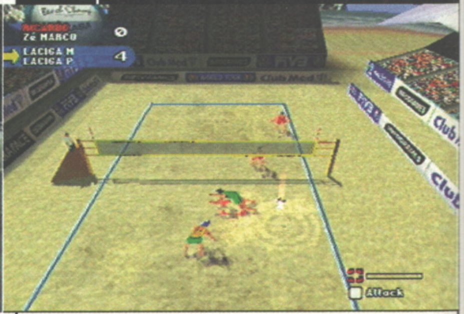
WHAT YOU NEED TO KNOW
Backstage Assault must know it can't beat *SmackDown! 2* at its own game, so tries to do things differently. But fails anyway. Characters are bloated, slow and clumsy oafs (*that's wrestling for you – ed*), and there's an annoying delay between hitting a button and the move being executed.

WORTH PLAYING?
SmackDown! 2 is the ultimate wrestling game experience, but this feels nothing like the WCW TV shows. *Assault* comes in as a very poor second place to the WWF's latest. This is a lame cack-handed effort that's just not fun. With its host of options and variables, *SmackDown! 2* really shows no mercy to this turgid B-list effort.

★

PlayStation

BEACH VOLLEYBALL



£29.99 **OUT NOW**

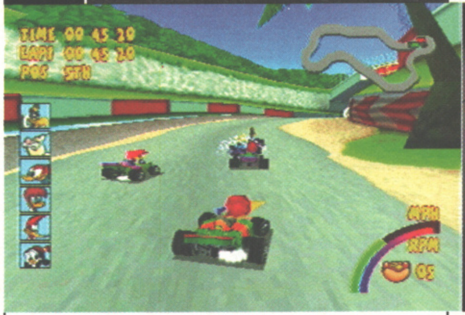
WHAT YOU NEED TO KNOW
If you're going to make a game about a sport where the only reason people watch it is to see cute girls in skimpy costumes, at least make the bloody graphics big enough so we can have a good butchers at them. At least that way we would have something to distract us from a game that is basically tennis on a beach with a couple of more hits involved.

WORTH PLAYING?
If you're a huge fan of the sport then as well as being in a serious minority, you'll love this. But everyone else will hate it for its boringly slow gameplay, shockingly dull graphics and all-round pointlessness. You may as well play a decent tennis game or watch trees grow: they're both more fun.

★

PlayStation

WOODY WOODPECKER RACING



£29.99 **OUT NOW**

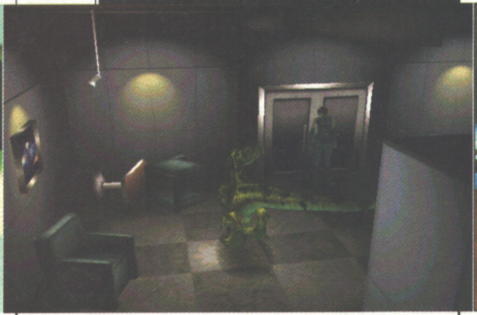
WHAT YOU NEED TO KNOW
Another weak *Mario Kart* clone. Four racing modes, weapons and multiplayer can't lift this above being a bog-standard rip-off. The devious level design, the awesome multiplayer action that turns every race into a vindictive deathmatch – it's all missing.

WORTH PLAYING?
If you want to keep a seven-year-old quiet for ten minutes then yes, but what seven year-old has seen a Woody Woodpecker cartoon? They're all into Pokémon and Rugrats now so the licence seems a bit obsolete. Wouldn't matter so much if the game was half decent, but this lacks any original ideas and pales into comparison with other PlayStation *Mario Kart* clones, let alone the big boys on N64.

★

Dreamcast.

DINO CRISIS



£29.99 **OUT NOW**

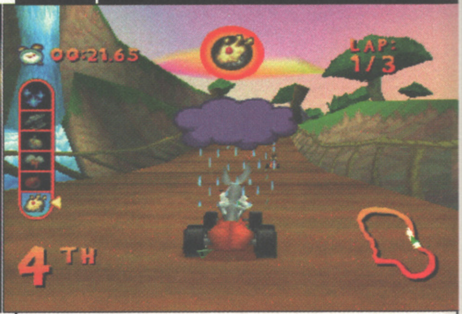
WHAT YOU NEED TO KNOW
It's *Resident Evil*, with dinosaurs instead of zombies – everything else follows the same formula. A few set-piece battles, plenty of puzzles to unlock rooms plus a few bits thrown in to make you jump. *Code: Veronica* still rules survival horror on DC, and it'll take more than a marauding T-Rex to change that.

WORTH PLAYING?
This is basically the PS game with higher res graphics. The atmosphere isn't as tense as *Veronica*, though there's a bit more action and you'll jump when the T-Rex makes the odd appearance. Horror fans will lap this up, though they'll feel let down this isn't *Dino Crisis 2*. Jurassic Park meets *Res Evil* – does exactly what it says on the box.

★★★

PlayStation

LOONEY TUNES



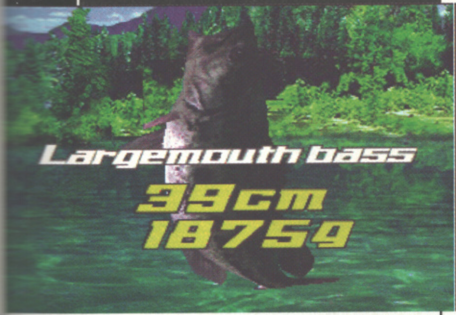
£29.99 **OUT NOW**

WHAT YOU NEED TO KNOW
This would have to be something special to compete with the other cartoon racers out there, but in fact it's just pap. Just 'cos it has the likes of Bugs and Daffy in it, don't be fooled into thinking it's anything other than a clichéd racer with unimaginative tracks and plenty of 'seen it before' factor.

WORTH PLAYING?
Even your six year-old brother knows a good game when he sees one, so this sloppy mush won't even fool younger players for a second. Parents buying this to keep kids quiet for a weekend will get reported to social services for abuse. A classic case of a game churned out with a great licence that fails to hide some flawed, weak gameplay.

★

FISHERMAN'S BAIT 3



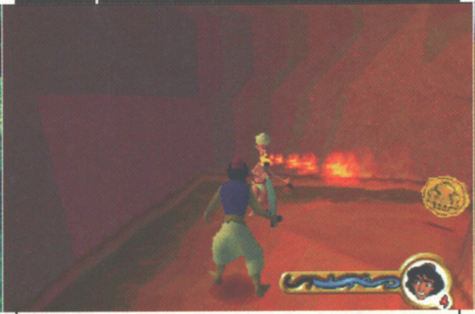
£29.99 **OUT NOW**

WHAT YOU NEED TO KNOW
Love it or hate it, fishing's one of the most popular hobbies in Britain – and most of the console bait 'em ups that have gone before have been kinda fun. *FB3* ain't rocket science. You cast your line, the screen switches to below water. You wait for a fish to gobble the bait and then hit the button to haul it in. Sounds simple? That's because it is.

WORTH PLAYING?
Play in a tournament and you've got to catch more than your rivals against the clock, or Free Fishing lets you just lob in a line and bide your time. There are enough tournaments and options to keep you going for quite a while. It's basic but hooks you even though you expect not to be.

★★

ALADDIN IN NASIRA'S REVENGE



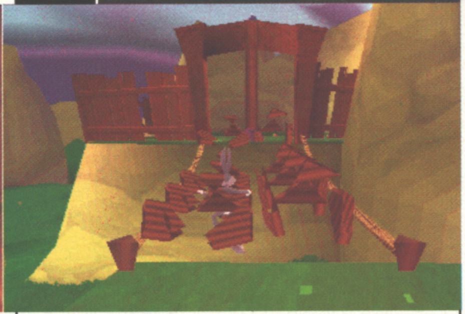
£29.99 **OUT NOW**

WHAT YOU NEED TO KNOW
It's a long time since Aladdin last wowed the cinema and gaming public, but Disney have kept the poor boy going with this straight-to-video follow-up, and straight-to-PlayStation game. It's a 3D platformer that while doing nothing clever boasts enough action and variety to give it appeal for younger players and old cynics looking for a retro kick.

WORTH PLAYING?
It's not going to set your world alight, or keep you glued to your screen for months with huge levels. But, with it's irresistible charm and smooth-flowing and never-too-challenging gameplay it does become great fun, if a bit of a no brainer. Has all-round appeal but not the longest-lasting game out there.

★★★

BUGS BUNNY AND TAZ IN TIME BUSTERS



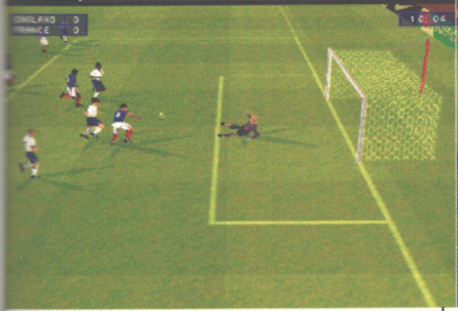
£29.99 **OUT NOW**

WHAT YOU NEED TO KNOW
Not one cartoon character to spice up a 3D platformer, but two. Yet another cartoon licence gets the platform makeover, but at least *TB* offers something a little different as Bugs and Tazz have to work together to make progress and solve puzzles.

WORTH PLAYING?
It presents more of a challenge than most in the genre, but can be frustrating as the controls aren't as precise as you'd want. Getting the two characters interacting to solve challenges is fun, though is quite limited the further you get into the game and a lot of the challenges are repeated. It hasn't the scope of *Mario 64*. Not a PS platform classic but worth a look if you see it in a bargain bin.

★★

THIS IS FOOTBALL 2



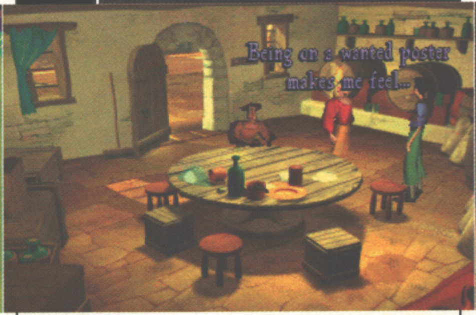
£29.99 **OUT NOW**

WHAT YOU NEED TO KNOW
If *FIFA* and *ISS* are the Man U and Arsenal of football games, *TIF* is the Chelsea. It's had a lot of money spent on it but never achieves the success it should. While it's a good football experience, it's very technical and doesn't feel anywhere near as intuitive or real as the other two biggies in its division.

WORTH PLAYING?
The player AI isn't so sharp, meaning you'll find yourself shouting more abuse than your average West Ham fan as a player does totally the opposite to what you needed him to. They may have made the graphics better and updated everything else, but it's the basics that needed to be sorted, and they haven't been. Doomed to relegation.

★★

GOLD & GLORY: THE ROAD TO ELDORADO



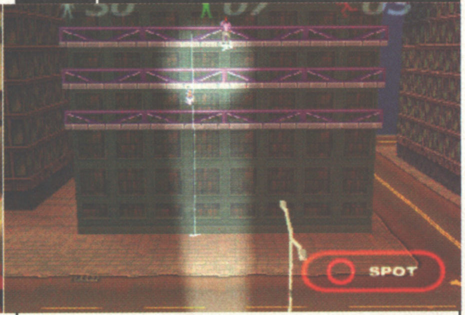
£29.99 **OUT NOW**

WHAT YOU NEED TO KNOW
This movie-inspired point-and-click is from the team behind the very cool *Broken Sword* games. The plot isn't as deep as those, but don't think just 'cos it's a Disney adventure that it's been dumbed down at all. There are plenty of puzzles to solve and character interaction to get your head around as you flee from a certain jail sentence to discover a lost city of gold.

WORTH PLAYING?
Though this is trying to break out of the point-and-click genre, the character movement is just a tad too clumsy and imprecise. The classic Disney style storyline is as cute and compelling as you would expect with plenty of humour too. Good fun, even if it isn't the biggest adventure out there.

★★★

ACTION MAN DESTRUCTION X



£29.99 **OUT NOW**

WHAT YOU NEED TO KNOW
A loose incoherent selection of subgames connected by some of the worst voiceovers and storylines we've ever come across. One minute you're fighting a T-Rex, then you're racing, then shining a searchlight on villains as they abseil down a building. Normally we'd applaud an attempt to put this much variety in a game, but this is far too basic to gel.

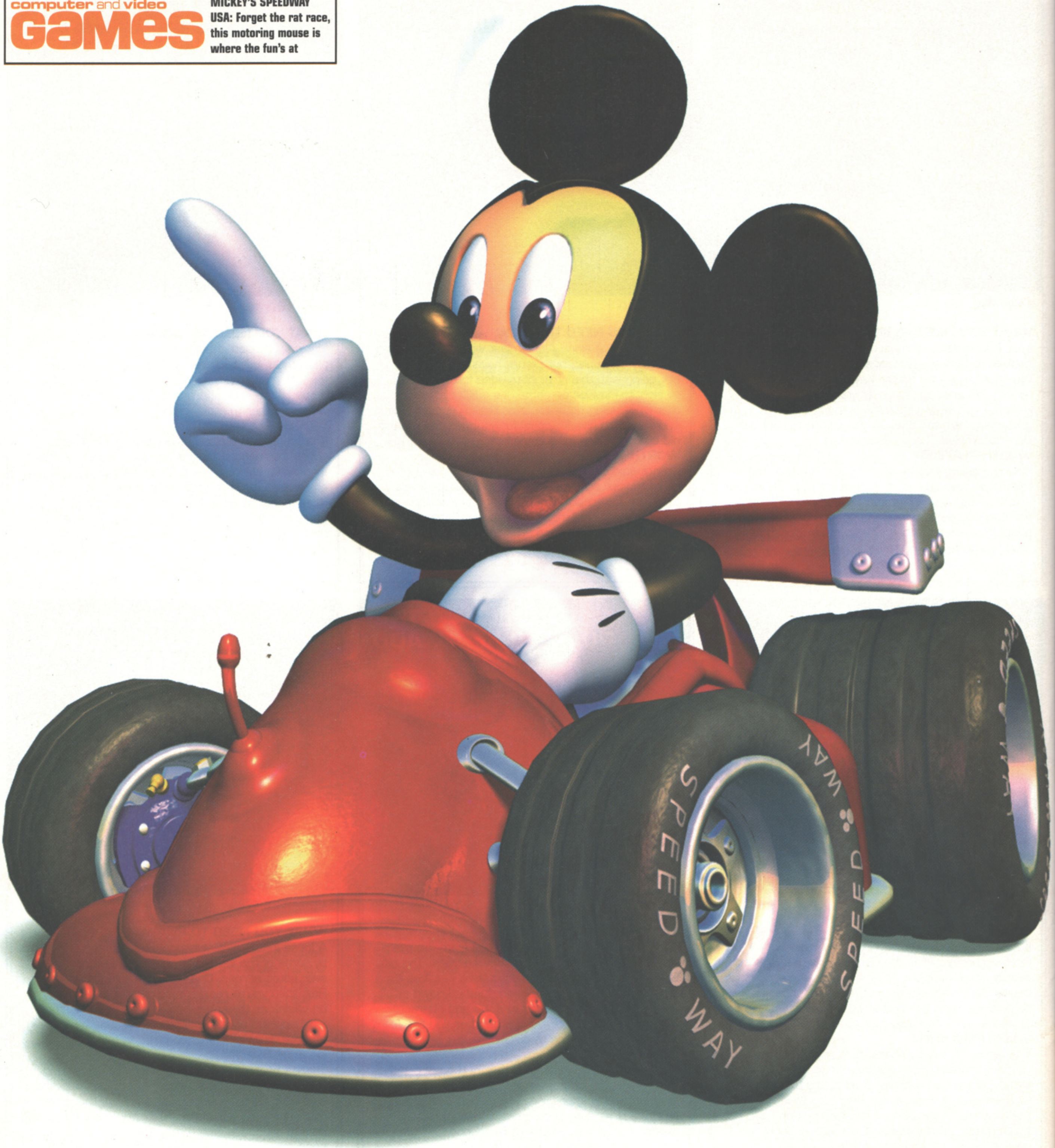
WORTH PLAYING?
There's no fun here. With a bunch of uninspiring sub-games, pathetic sound effects and action about as frantic as a pensioner's sleepathon, this won't give anyone an adrenaline rush. You can't even melt AM's plastic face with a magnifying glass and you'd need more than Eagle Eyes to see any good here.

★

PULL-OUT POSTER

computer and video GAMES

MICKEY'S SPEEDWAY USA: Forget the rat race, this motoring mouse is where the fun's at



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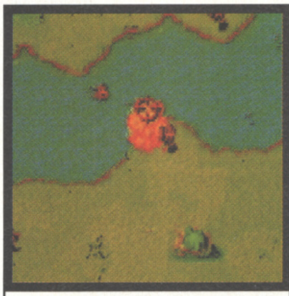
ON THE WARPATH

WORDS AND SCREENSHOTS: JOHNNY MINKLEY/LEE SKITTRELL/PETE WALKER

Game Boy's new recruits hit the CVG assault course



GAME BOY COLOR

COST: **£24.99**

OUT: **NOW**

MULTIPLAYER: **NO**

CANNON FODDER

WHAT YOU NEED TO KNOW

Already an Amiga/SNES classic, *CF* on Game Boy is long overdue. Command a team of tiny soldiers on a series of search and destroy missions, mercilessly killing anything that moves on your way through jungles, deserts and ice fields to final boss, El Presidente.

WAR IS HELL-ISH FUN!

Missions soon get pretty tough and can only be saved at the end of each phase but, though controls are initially fiddly, once you've learnt to run and fire at the same time, *CF*'s more satisfying than frustrating. Even when you end up re-starting after ten missions realising you've lost too many troops too early on – replaying levels you've already learnt is fun and fast.

WORTH PLAYING?

Piling into a skidoo to mow down enemies is still a great laugh and the opening FMV is utterly amazing. There's even 140 phrases – usually yelled. Even though the original's four-strong team has been cut down to two which you can't split up, the maps will feel familiar to veterans, it's best played on a magnifier and the gameplay's unchanged, it's every bit as addictive as before.

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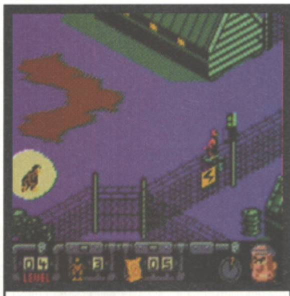

GAME BOY COLOR

COST: **£24.99**

OUT: **NOW**

MULTIPLAYER: **NO**

CHICKEN RUN

WHAT YOU NEED TO KNOW

Has the Chicken Run bubble burst? Was it ever really inflated? To tie-in with the video release of the kind-of-alright movie comes this handheld offering. Similar in style to the PS and DC games, *Chicken Run* sees you clearing paths through barns and factories to lead your clucking buddies to safety. Thankfully, it works a little better on GB than other formats.

CHICKEN TONIGHT

The game plays from a top-down viewpoint with the camera set a fair distance away from the action. While this lets you see what's going on around you and helps you avoid becoming casserole at the paws of guard dogs, it does mean the character graphics are very diddy. It's good to see there's still plenty of personality to the feathered freaks you guide around the levels.

WORTH PLAYING?

Progress is a slow trial and error affair. Solving the series of tasks to clear each stage is satisfying but getting there is frustrating. There appears to be little logic to getting spotted by either guards or spotlights and later on the time limits become overly strict. Not awful, but should be much better given the scope of the licence.

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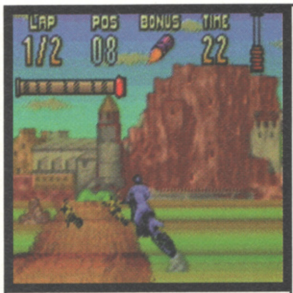

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

SUPERCROSS FREESTYLE

WHAT YOU NEED TO KNOW
Two wheels are better than four in one of the best racing experiences on GB. With officially licensed bikes, dazzlingly varied gameplay modes and beautiful unlockable extras, *Supercross Freestyle* is on the podium for best GB racer ever. Choose to play the *Mario Kart* inspired Arcade mode, the rhythm-action-tainted Freestyle game or go for gold in the hardcore Supercross Championship.

RHYTHM-ACTION RACER?
Yeah, kinda. The Freestyle mode lets you perform increasingly more difficult aerial stunts and tricks by pressing the correct sequence of buttons while your bike's in the air. It's a simple idea but it feels completely original in a GB racer. The Arcade game's a high speed, power-up fuelled blast while Supercross mode offers serious, but still fun, motorbike mayhem.

WORTH PLAYING?
You're not going to regret nabbing a copy of *Supercross*. Effectively three superb games in one, it's also challenging enough to last you ages. The bikes handle sensibly and the whole package is superbly presented. Race fans will love it.

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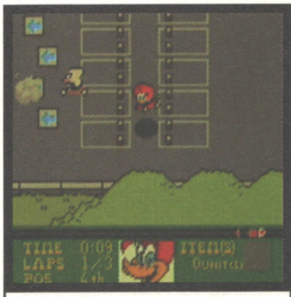

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **1-2 (LINK-UP)**

WOODY WOODPECKER RACING

WHAT YOU NEED TO KNOW
Woody Woodpecker's not our favourite cartoon character but at least his game is marginally better than his cartoon shows. Marginally. It's a top-down cartoon racer bursting with options, car upgrades and loads of tracks to plough through – if you can be bothered to stick with it.

MORNING WOOD
The first few races are slow, almost painful slogs around plain landscapes. Later on, once you've upgraded your cart' the action hots up a bit - but there's a whole world of frustration before you get there. It doesn't help that rival racers appear to cheat, laying into you with multiple attacks just as you approach the final straight.

WORTH PLAYING?
Woody's redeeming feature is the two-player link-up option, not common for a GB racer. The power-ups are decent too but the one-player mode, while long and challenging, is mostly unsatisfying. There's little incentive to keep on driving and only limited fun on offer. But at least that annoying laugh doesn't crop up anywhere.

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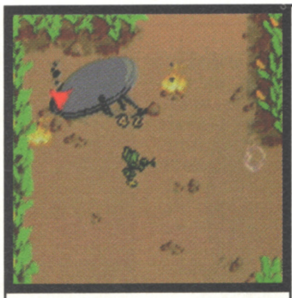

COST: **£19.99**
OUT: **NOW**
MULTIPLAYER: **1-2 (LINK-UP)**

LOONEY TUNES COLLECTOR: MARTIAN REVENGE!

WHAT YOU NEED TO KNOW
Martian Revenge! Is the perfect partner to summer GB hit *Martian Alert!* This time you're destroying the world instead of saving it and you control Marvin the Martian and friends looking for revenge on the gang for thwarting you in the first game. Gameplay is much the same as before – negotiate top-down RPG-esque cartoon environments, meeting and collecting Looney Tunes buddies as you go.

IT'S GOOD TO BE BAD
The five-star action and innovations of *Alert!* are present in *Revenge!* And it's even more fun playing the bad guys. The puzzles are a little trickier and the character-switching action is brain-achingly brilliant, bringing a new dimension to GB adventuring.

WORTH PLAYING?
Like *Pokémon*, you can trade characters between *Revenge!* and *Alert!* to fill up your gallery of Warner Bros characters, and both the games are similar. But when the action is this addictive it hardly matters. Just as essential as the original and even more fun.

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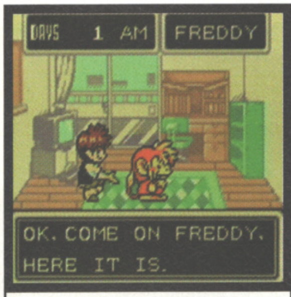

OK. COME ON FREDDY. HERE IT IS.

COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **1-2 (LINK-UP)**

MONKEY PUNCHER

WHAT YOU NEED TO KNOW
Back in the dark ages of good old Blighty, the common folk used to amuse themselves by pitching their cockerels into vicious battle with each other. Nasty. *Monkey Puncher* plays along similar lines but with a touch less savagery. Train your monkey so he's ready to do fisticuff battle and ultimately rescue your Dad and your Sister.

MONKEY MINKLEY
The training aspect is actually the best bit of *Monkey Puncher* and it's wicked fun seeing how your newly adopted simian reacts to your commands. You perform tasks like running or skipping, then your ape copies you. Johnny struggled to tame his beast with bananas and biscuits and kept getting bitten, but if you keep calling your Monkey over and feed him treats he will gradually come round and obey your orders.

WORTH PLAYING?
You don't have a lot of control over your monkey buddy, especially in the *Digimon*-style fights, and the story is so odd that you'll probably lose the plot way before the end. Training and nurturing is cool though, and seeing your new pet blossom into a loveable, loyal fighter is strangely satisfying.

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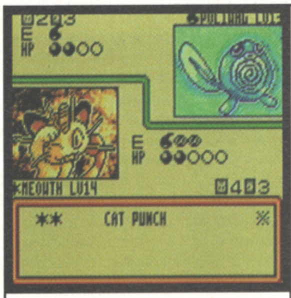

GAME BOY COLOR GAME BOY

COST: **£24.99**

OUT: **NOW**

MULTIPLAYER: **1-2 (LINK-UP)**

POKEMON TRADING CARD GAME

WHAT YOU NEED TO KNOW
The Wizards of the Coast Card Game bursts onto GB. Trade and collect cards, then battle the folk you meet to create a killer deck and take on the eight Card Masters. No adventure as such, just lots of shuffling, dealing, prize-stealing action.

PLAY YOUR CARDS RIGHT
For newbies there's a tutorial mode that'll teach you the basics. But even these are complicated and for your first few bouts you'll struggle as you suss out the best tactics for destroying your rivals. Once you get it sorted though, you realise just how much depth there is on offer and planning and executing a killer hand makes you feel like a proper hardcore player.

WORTH PLAYING?
It's not for everyone but Wizards fans will lap it up. The lack of RPG puzzles and adventuring is made up for by a massive world map full of folk itching to trade and battle. You can customise and refine your deck to infinity and, of course, you can battle friends via a link cable. Challenging and rewarding, but not as sparkly as the other *Pokémon* games.

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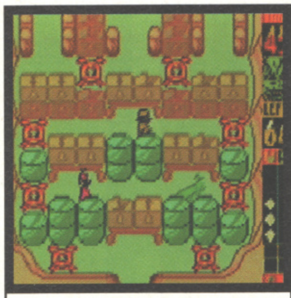

GAME BOY COLOR

COST: **£24.99**

OUT: **NOW**

MULTIPLAYER: **NO**

THE GRINCH

WHAT YOU NEED TO KNOW
Just like in the Christmas movie, the Grinch is a miserable creature hell-bent of ruining everyone's Yuletide. Which is pretty much what'll happen if you find this disappointing cash-in at the bottom of your stocking come December 25th. You play as both the great green bogie himself and as his sidekick pooch, each of which boasts different skills.

IS THAT THE SAMARITANS?
Negotiate your way through a series of mazes snaffling the pressies to clear each level against the clock. The Grinch has his death-breath attack while his mutt can bark to stun enemies. A modicum of stealth is required to avoid the patrolling citizens out to save Christmas from you, but straining your eyes to see which way the teeny people and dogs are looking to avoid detection soon becomes a pain.

WORTH PLAYING?
Not really. The over-sized Grinch is a faff to control, the mazes quickly become dull and repetitive, as does the gameplay. Skillfully leaping aside to make two maddened enemies crash into each other is about as satisfying as it gets. You deserve better this Xmas. If you've been good.

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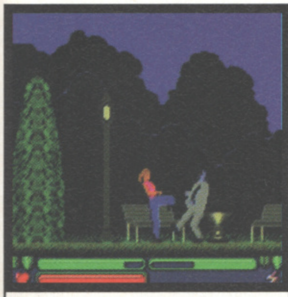
BUFFY THE VAMPIRE SLAYER



COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

WHAT YOU NEED TO KNOW
Utterly, utterly dire scrolling stake 'em up in which you control the voluptuous vixen herself through a series of some of the most monotonous, insipid, agonisingly awful levels in gaming history. Even if you love Buffy, this is a game entirely devoid of any redeeming features.

WORST GAME EVER?
We finished the whole game on our first play, without losing a life, using the same move repeatedly. And that is inexcusable. Everything about this game stinks worse than an incontinent vampire's mouldy Y-fronts. Controls are sluggish and unresponsive, the music painfully bad, collision detection atrocious, and the range of foes is laughably limited.

WORTH PLAYING?
Not if it was the last game on Earth. It's criminal that such a great TV show can be treated with such disrespect. Cut-scenes that separate the action look as though they were doodled by your kid brother, and scripted by Hale and Pace. We'd rather spend a month's holiday in Les' coffin than ever play this ever again.

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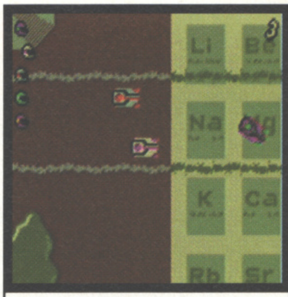
MICRO MACHINES V3



COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **1-2 (LINK-UP)**

WHAT YOU NEED TO KNOW
Everybody's favourite pint-sized racers are back. Race against four CPU-controlled racers or your mate in link-up. There are stacks of circuits and a slightly dodgy two-players-on-one-Game-Boy-mode for multiplayer madness.

LET THREE ENTERTAIN YOU
Micro Machines' third outing has once again made the transition to GB extremely well. Graphics are sharp and smooth with some lovely parallax scrolling, and it all moves quicker than Robbie Williams running away from Liam Gallagher. Each of the vehicles on offer handles differently, and they're all extremely responsive, with no hint of slowdown.

WORTH PLAYING?
The main gripe with *MM* is you can't see very far ahead of you, and this is all the worse on the small screen. It makes trickier courses something of a nightmare, requiring you to know each corner like the back of your hand to succeed. Nevertheless, there's plenty to keep fans happy, and although it's not a huge leap over its previous incarnation, if you don't own that, this is well worth checking out.

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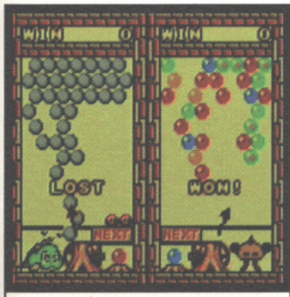
BUST-A-MOVE MILLENNIUM



COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **1-2 (LINK-UP)**

WHAT YOU NEED TO KNOW
Ludicrously addictive puzzling action returns to the GB. Fire coloured balls around, trying to link three or more of the same colour together, making them disappear. Battle against fearsome CPU opponents in Story mode, fight your way through the fiendish Puzzle mode, link-up for multiplayer fun and gasp - at the similarities to previous versions.

SHOW ME YOUR BALLS
Bust-A-Move has always been fab, and this is no exception. The game plays fluidly and is as addictive as ever. The main criticism is that it can be tricky to differentiate between certain colours of ball, though you do get used to it after a while.

WORTH PLAYING?
If you need us to answer that, you probably still think Pat Sharpe is cool. Yes, it's a top game, and this is the best version so far, but this is a questionable update, and if you already own one of the other squillion versions, the new modes aren't really worth the extra cash for what is essentially the same beast. Newcomers should make a bee-line for this, but everyone else spend their hard-earned cash elsewhere.

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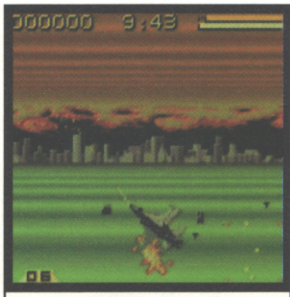
DEADLY SKIES



COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **1-2 (LINK-UP)**

WHAT YOU NEED TO KNOW
Take the controls of a fighter plane in this *Afterburner*-stylee shoot 'em up. The fate of your squadron, national security, and possibly the human race lies in your rookie hands. Fly a series of missions taking out land and air targets and earn big bucks to purchase more deadly fighter planes with.

COLOR ME BAD
Sounds good on paper, but on the small screen it sucks. *Deadly Skies* is repetitive and tedious. Controlling your plane is a chore, as it takes an age to move anywhere, and despite attempts made between levels to convince you of the diversity of missions on offer, changing the background colour isn't the most effective method of ensuring variety.

WORTH PLAYING?
It's not total pants, as earning new planes is quite cool, as are some of the boss battles, and...erm...there's a nice pseudo-3D scrolling effect. But these novelties will wear off rapidly leaving little to keep hold of your attention. There are far better shooters on the Game Boy, and you'd be well advised to check out more sustained thrills in the likes of *R-Type Delta*. Still heaps better than *Buffy* though.

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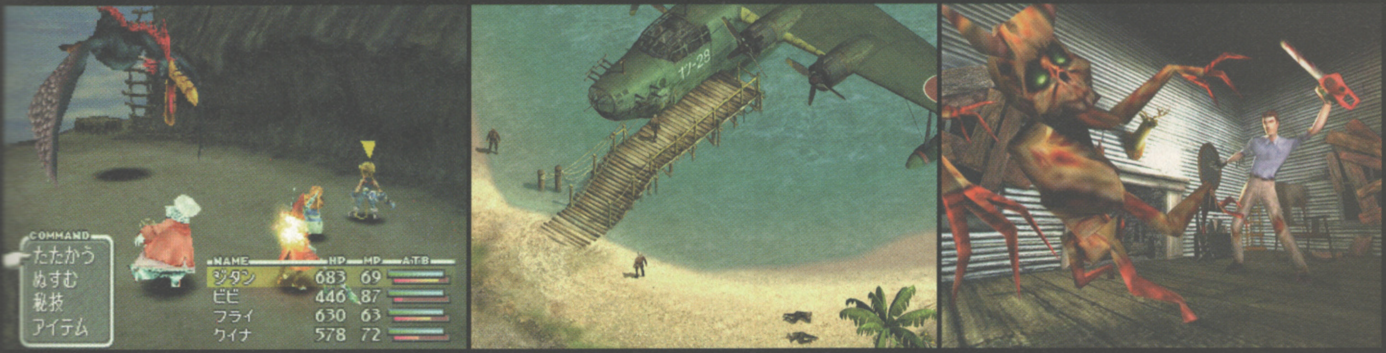

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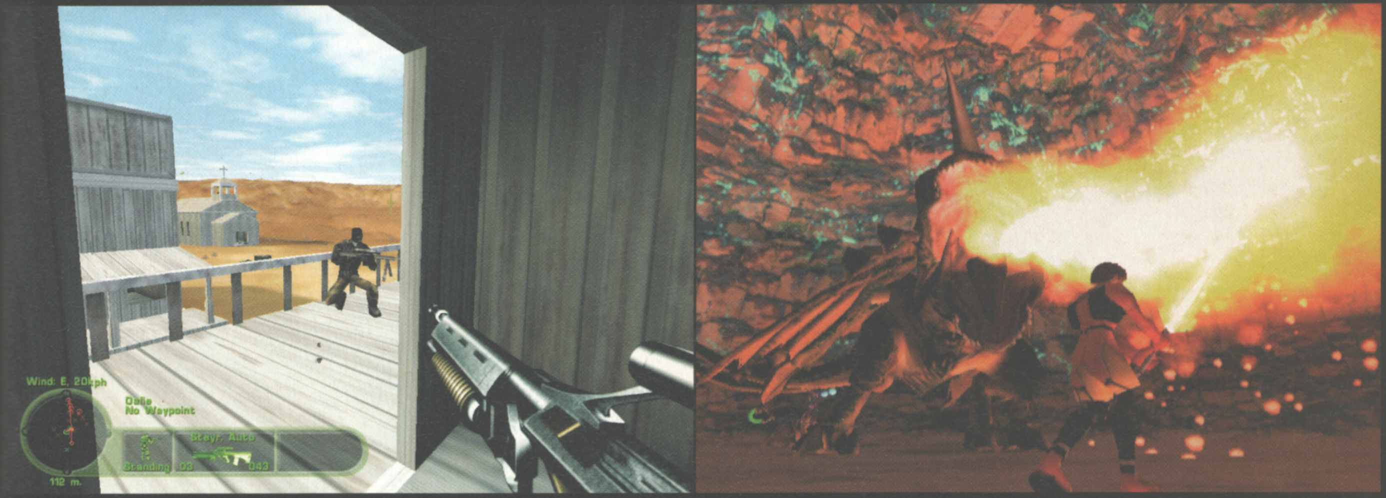

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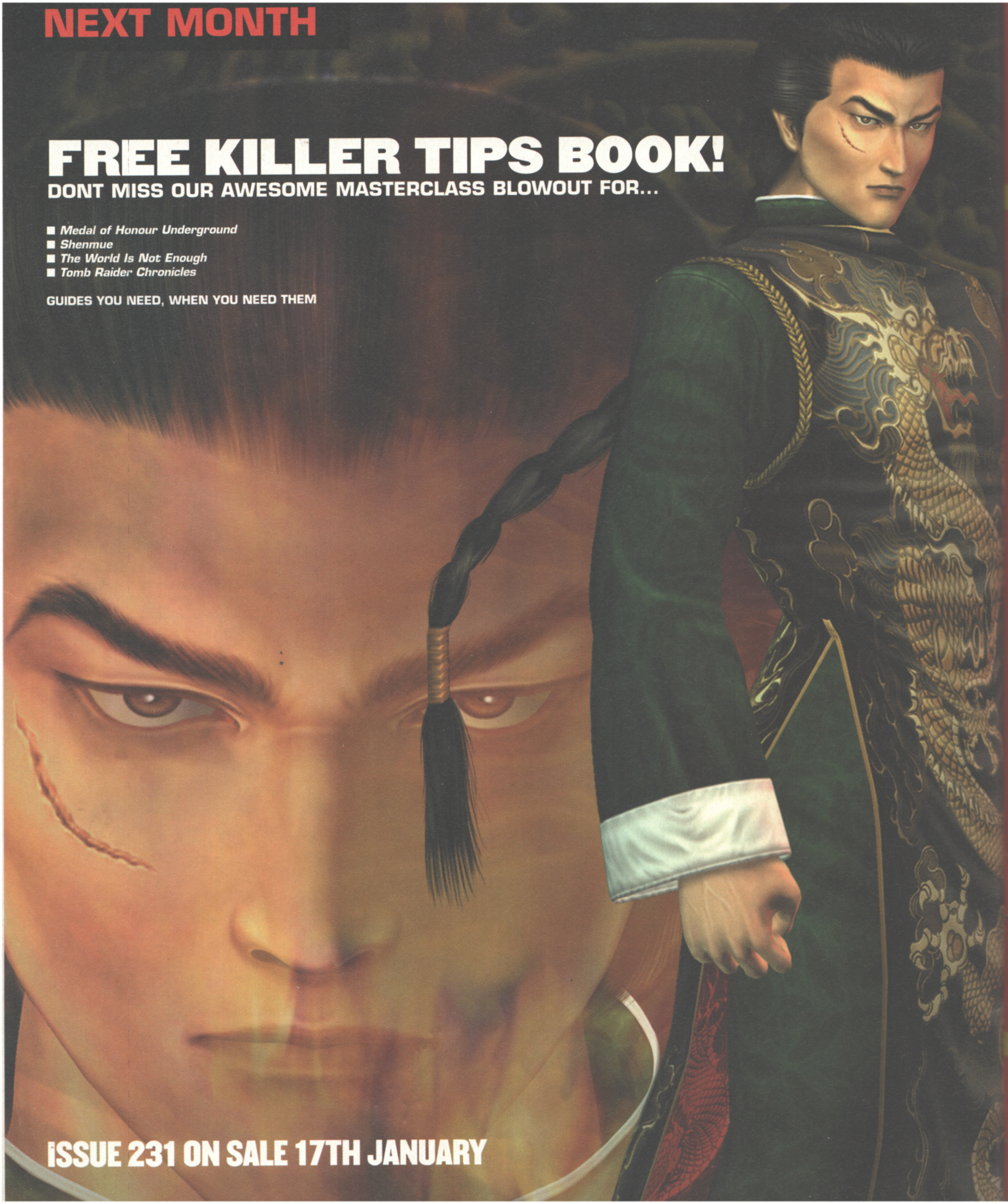

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Monopoly
Monster Trucks
Mortal Kombat Series
Motocross Madness
Mr Domino
MTV Snowboarding
MTV Sports Pure Ride
Multi-Racing Champ.
N - 14
NBA Live 96, 97, 98, 99
NBA Live 2000
Need For Speed 1 & 2
NFS 3: Hot Pursuit
NFS 4: Road Challenge
NFS: Porsche Unleashed
Nightmare Creatures
Ninja
No Fear Downhill MBK
Nuclear Strike
O - 15
ODT
Omikron
Overblood 1 & 2
Overboard
P - 16
Pac In Time
Pac Man World
Pandemonium 1 & 2
Parasite Eve 1 & 2
Perfect Dark
Pharoah
Pilot Wings
Pitfall
Pitfall 3D
Player Manager Series
Pocket Bomberman
Pocohontas
Point Blank 1 & 2
Pokemon
Pokemon Pinball
Pokemon Snap
Pokemon Stadium
Pokemon Yellow
Pong
Pool Shark
Populous: The Beginning
Porsche Challenge
Power Modeller
Power Move Pro Wrest.
Powerstone 1 & 2
Premier Manager 64
Premier Manager 98&99
Prince of Persia
Q - 17
Quake 2
Quake 64
R - 18
Rage Racer
Rainbow Six
Rampage: World Tour
Rapid Racer
Rascal
Ray Crisis
Rayman 1 & 2
RC Stunt Copter
Ready 2 Rumble
Reboot
Re-loaded
Resident Evil 1, 2 & 3
Resident Evil: Survivor
Resident Evil: Code. Ver.
Return Fire
Re-Volt
Ridge Racer Type 4
Rise of the Robots 2
Riven
Road Rash & 3D
Roadsters
Rock & Roll Racing 2
Rockman X3
Rogue Trip
Roll Cage
Roller Coaster Tycoon
Ronaldo V Football
R-Type Delta
Rugrats: Search 4 Reptar
Rugrats: Time Travellers
S - 19
Sampras Extreme Tennis
Samurai Showdown 3
Sega Rally 2
Shadow Gunner
Shadowman
Shadows of the Empire
Shanghai Triple Threat
Shellshock
Shogun: Total War
Silent Bomber
Silent Hill
Silhouette Mirage
Silver
Sim City Series
Sims
SiN
Sled Storm
Small Soldiers
Smurfs
Snow Racer 98
Snowboard Kids
Soldier of Fortune
Sonic Adventure
Soul Blade
Soul Calibur
Soul Reaver: Leg of Kain
South Park
South Park Rally
Soviet Strike
Space Channel 5
Space Invaders
Spec Ops: Stealth Patrol
Spectra Core
Speed Devil
Speed Freaks
Spice World
Spyro 1 & 2
Star Fighter 3000
Star Fox/Lylat Wars
Star Gladiators
Star Ocean 2
Star Trek: Armada
Star Trek: Birth Of Fed.
Star Wars: Jedi Pow. Bat.
Star Wars: Phant. Men.
Star Wars: Racer
Star Wars: Rogue Squad.
StarCraft
Steel Reign
Street Fighter Series
Street Sk8er 1 & 2
Suikoden
Super Mario
Super Mario Bros. DX
Super Mario Land 1 & 2
Super Robot Spirits
Super Smash Brothers
Supercross 2000
Suzuki Alstare Ext Racing
Swat 3
Sword of the Berserk
Syndicate Wars
Syphon Filter 1 & 2
T - 20
Tachyon: The Fringe
T'ai Fu
Tarzan
Tee Off Golf
Tekken 1, 2 & 3
Tempest X3
Tenchu 1 & 2
Test Drive Series
Tetris
The Curse Of M. Island
The Pagemaster
The Settlers 3
The Sims
Theme Hospital
Theme Park
Theme Park World
The World is not Enough
Thief: The Dark Project
This Is Football
Thrasher: Skate & Dest.
Thrill Kill
Tiberian Sun
Tiger Woods
Time Crisis
TOCA 1, 2 & WTC
Tokyo Extreme Racer
Tokyo Highway Battle
Tomb Raider 1-5
Tombi 1 & 2
Tommi Makinen Rally
Tomorrow Never Dies
Tonic Trouble
Tony Hawk's 1 & 2
Top Gear Rally
Total Annihilation
Total Drivin'
Toy Commander
Toy Story 2
Transport Tycoon
Treasures Of The Deep
Trespasser
Trickstyle
Tunnel B1
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Turok: Rage Wars
U - 21
UEFA Champ. League
UEFA Striker
Ultimate Soccer Man. 98
Unreal Tournament
Urban Chaos
V - 22
Vagrant Story
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Vampire:Masq. Red.
Vandal Hearts 1 & 2
Vigilante 8
Vigilante 8: 2nd Offense
Virtua Striker 2
Virus
VR Baseball 97
V-Rally 1 & 2
V-Rally 99 Edition
W - 23
Wacky Races
War Craft 2
War Games
War Gods
War Hammer Series
Warhawk
Wario Land 1 & 2
Warzone 2100
Wave Race
WCW Mayhem
WCW Nitro
WCW/nWo Revenge
WCW vs nWo Wrld. Tour
WCW vs The World
Wild 9
Wild Arms
Winback: Covert Ops.
Wing Over 2
Wip3out
Wipeout 64
World Cup 98
World League Soccer 98
Worms 1 & 2
Worms Armageddon
Wreckin' Crew
Wu Tang: Taste the Pain
WWF Attittude
WWF In Your House
WWF Warzone
WWF Wrest'mania 2000
WWF Wrestlemania
X - 24
X - Files
X men vs Street Fighter
X-Com Series
Xena Warrior Princess:
Y - 25
Yoshi's Story
Z - 26
Z
Zelda
Zelda
Zelda: Links Awakening
Zombie Revenge

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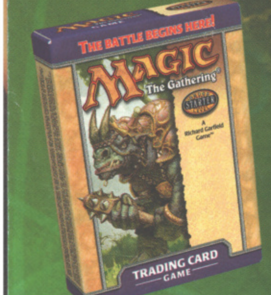

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